PRIMA'S OFFICIAL STRATEGY GUIDE

POKÉMON

TRADING CARD GAME

COVERS UNOFFICIAL SINGLE CARDS!

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Bill Hiles

Card Frequency

The four card types are Energy, Basic Pokémon, Evolution, and Trainer. The first question most players ask when they begin building their decks is, "How many of each type do I put in?" The answer depends on the strategy you want to use. But before you develop that strategy, it helps to understand the best way to use each type of card.

Energy Cards



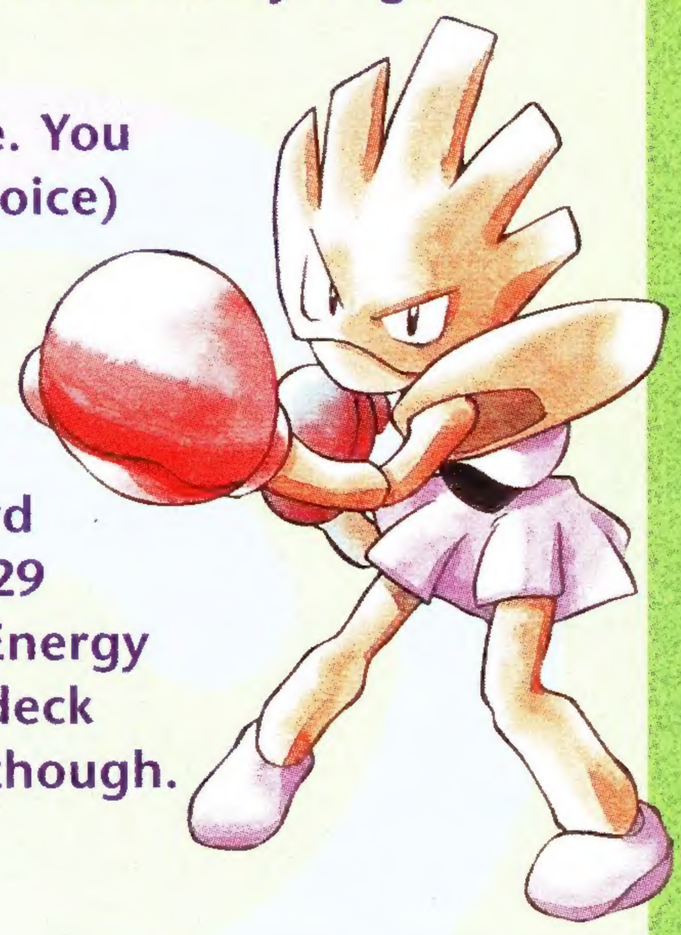
If you're not building a deck around a specific Pokémon or two, your first decision is usually which type of Energy to choose. A deck with two Energy types (plus a few Colorless Pokémon to cover Weaknesses) can be very strong. Picking types that work well together, such as Water and Grass, gives you a better deck.

An average deck contains 25 to 30 Energy cards, depending on how many Energy Retrieval Trainers you have and how much Energy your Pokémon need to attack.

Avoid an Energy Crisis

Cutting back too far on Energy is a big risk. Although fewer Energy cards means more room for cool Pokémon and Trainers, if you cut back too far, you won't draw enough Energy for those Pokémon to use their attacks. If that happens, even those extra Trainers won't save you. You could compensate by using attacks that don't use much Energy, but you can get in trouble if they don't do enough damage. After all, it doesn't help you to attack if you can't Knock Out your opponent before you get Knocked Out yourself.

A better solution is to include an Energy Retrieval or three. You must discard two cards (Energy Retrieval, plus one of your choice) for two Energy, but you usually have at least one card you don't really need (such as that fourth Pikachu). Energy Retrieval also frees up space in your deck. Suppose you decided to put 28 Energy cards in your deck (about average) before adding Energy Retrieval. If you replace one Energy card with a Retrieval, you increase your deck to the equivalent of 29 Energy— more than you think it needs. So take out another Energy card, replace it with a Pokémon or Trainer, and presto: your deck gains a cool card. Don't include too many Energy Retrievals, though. They're useless if you can't draw Energy in the first place!



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Pokémon™* TRADING CARD GAME

Prima's Official Strategy Guide

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Pokémon™*
Gotta catch 'em all!™

TRADING CARD GAME

The World of Pokémon

You probably already know all about Pokémon, either from the original Game Boy® game, from one of the other great Nintendo games, from the hit animated TV series, or maybe from the **Pokémon**™* trading card game itself.

But in case you were abducted by aliens three years ago and somebody just handed you this book ...

The world of Pokémon is a place very like our own, but it's inhabited by strange creatures called Pokémon that can be trained and carried around in a pocket-sized device called a Pokéball. Trainers can use their trained Pokémon to defend them against *wild* Pokémon that hide in the tall grass to attack passers-by. To make their Pokémon tougher, trainers often challenge one another to battles.



What Are Pokémon, Anyway?

Pokémon themselves are strange and exotic creatures that come in an amazing variety of sizes and shapes. Some are native to the skies, some to land, and some to the sea, and some are like no creatures ever seen. Various Pokémon can attack with flame, air, water, stone, and strange psychic powers, as well as many other forms of offense. At present, there are at least 150 known Pokémon.

The **Pokémon** trading card game is a fast, fun battle between rival Pokémon trainers. By collecting **Pokémon** cards and building decks, you'll come closer to realizing the goal of every Pokémon trainer: "Gotta catch 'em all!"

All Kinds of Pokémon Fun

The first **Pokémon** game was designed for the Nintendo Game Boy, but now there are **Pokémon** games for the Super NES and Nintendo 64, plus **Pokémon** toys, comics, and storybooks. And, of course, there's the hit animated TV show.

Almost everything in the world of Pokémon originated in Japan, where it was created, and where it was a smash hit before it ever came to the U.S. (There's a lot more great Pokémon stuff still in Japan, waiting for its turn in America — including full-length Pokémon animated movies!)

A Japanese trading card game (basically the same as the American version) was released awhile back; the American game debuted in late 1998.





But You Probably Already Knew That ...

So enough about the rest of the Pokémon universe. This book is about the **Pokémon** trading card game, and it contains everything you could ever want to know about collecting, deckbuilding, and playing. Have fun, and catch 'em all!

Pokémon
Gotta catch 'em all!

TRADING CARD GAME

What's a Trading Card Game?

If you've never played a trading card game, you'll discover that the **Pokémon** trading card game is a very different kind of game. Most games come complete in one box — what you buy is what you get. With trading card games, you get a complete game in a box, but you can then expand that game into something more than what you begin with.

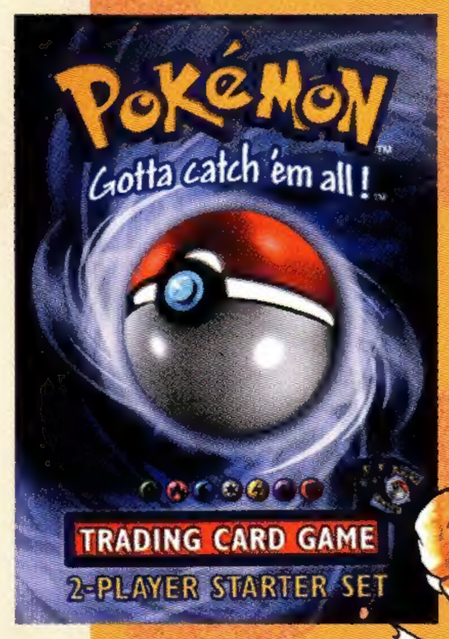
Trading card games give you far more choices of how to play, because you decide what cards you'll play with! This means you have tremendous freedom to create your own strategies that match your personality and playing style.

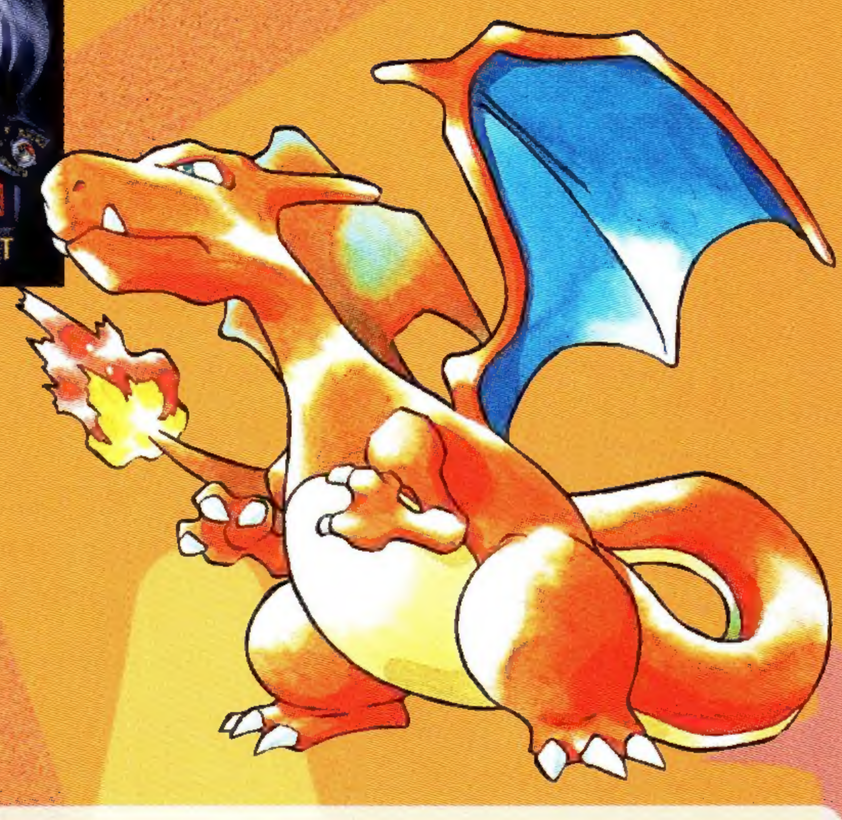
Because of this freedom, every time you play against a new opponent (or with a new deck), it's like playing a completely different game.



How it works

In a trading card game, you start out by buying a *deck*. This is usually about the size of a normal deck of playing cards (60 cards, for the **Pokémon** game). The **Pokémon** trading card game has two kinds of decks — the two-player starter set, for beginners, and the four theme decks, for more advanced players.





Many trading card games *randomize* their decks; that is, you never know exactly what you're going to get. In **Pokémon**, however, the decks are *fixed*. Each deck has the same cards in it as any other deck with the same box.

After you have your deck, you can expand the possibilities with *booster packs*. Booster packs come in small foil packages, like sports cards. **Pokémon** booster packs contain 11 cards; many of these can't be found in the starter set or any of the theme decks. What comes in booster packs is always random.

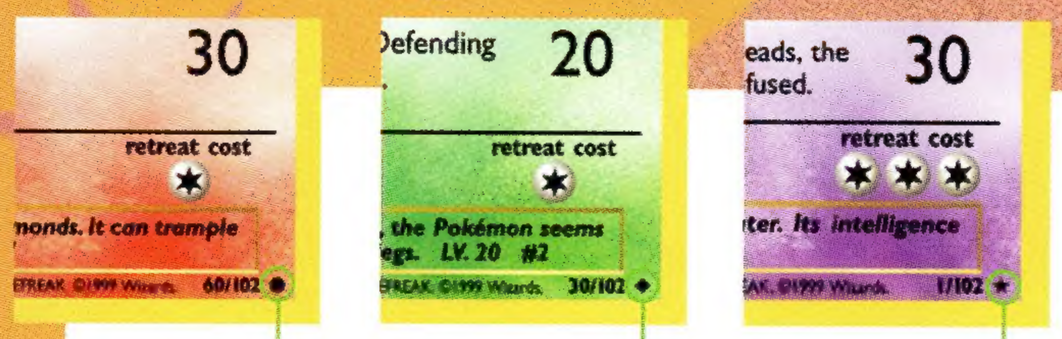


Because each different card in the game allows you to do something unique, every time you get a new card, your options increase. If you get multiple copies of a useful card, that's good too, because you can put up to four copies of it in your deck and build a whole strategy around that card.

You can mix and match the cards just about any way you want to create the best deck possible. There's no one "perfect deck" in **Pokémon**.

The best deck is the one you, personally, have the most fun and success with. You may want to build several decks, each relying on a different strategy, like the four theme decks. This process of mixing and matching is called *deckbuilding*.

Another fun thing to do with trading card games is to collect all the different cards in the game, like you might collect baseball cards for everybody on your favorite team (see **Trading & Collecting**).



Rarity

There's just one hitch to trying to get all the cards you'll ever want. Some cards are harder to find than others, because the publisher doesn't make as many of some cards as it does of others.

In **Pokémon**, common cards are easy to find, uncommon cards are a bit tougher, and rare cards are the hardest to find. The holographic **Pokémon** cards are the rarest cards of all. In our "Basic Cards" and "*Jungle* Cards" sections, we call out the rarity status of each card.

Rare cards tend to be more spectacular, in general, but it's possible to beat a deck that has lots of rare cards using a deck with only a couple of rares (or none) if you plan carefully and play intelligently. Deckbuilding isn't about grabbing as many "rares" as you can; it's about selecting cards that work well together in play.

History

People have been playing games with decks of cards for more than 600 years, ever since the familiar playing card deck with spades, clubs, hearts, and diamonds was created.

About 150 years ago, printers started making decks of cards for new games that couldn't be played with the standard deck. Most of these games were for kids, and they often featured bright, exciting pictures from stories or imagination. Many of these card games were based on popular entertainment of the era — books, comic strips, TV or radio series, and movies — just as the **Pokémon** trading card game is based on a hit Game Boy game.



Trading Cards

"Trading" cards started about 100 years ago, almost by accident. Cigarette manufacturers used to put cards with pictures on them inside their cartons. Kids started to collect them. The makers soon figured out where the real market for collector cards was, and started packaging them with more kid-friendly products, such as bubble gum.

By the 1940s, baseball cards dominated the trading card market. Baseball cards, with pictures on one side and important stats on the other, provided a reference system for young fans.

As other professional sports, such as football and basketball, grew in popularity, their stars were pictured on cards, as well. Non-sports cards continued to be made, such as the notorious **Mars Attacks** series from the early '60s, or the irreverent **Wacky Packages** of the '70s.

Trading Card Games

In the early '90s, trading card popularity surged. Kids who had loved sports cards in the '50s, '60s, and '70s had grown up to become serious collectors. Old cards got rarer, causing prices for classic cards to soar.

Meanwhile, publishers were creating non-sports collectors' cards in a variety unseen in decades. Movies, TV shows, comic strips, and toys all got their own line of trading cards. And they no longer had to be sold with gum or candy: the cards themselves justified the expense. And cards were getting fancier: shiny foil-stamping and fancy die-cutting, for example, gave the cards more collector appeal.





At the time, Wizards of the Coast was best known as the publisher of respected roleplaying games such as **Primal Order** and **Talislanta**. But designers at the Washington state–based publisher got an idea for a completely new kind of game, and introduced **Magic: The Gathering®** — the world's first trading card *game*. **Magic** is a game of heroes, villains, and monsters engaged in mystical combat on a strange fantasy world. Each card is illustrated with a full-color work of fantasy art.

Magic changed the fantasy gaming industry immediately. It became a sensation, with a demand exceeding all expectations. In just a few months, Wizards of the Coast become the acknowledged king of the fantasy game world. They and other publishers soon were creating new trading card games. Most sell only a fraction of what **Magic** does, but many still qualify as major hits in the game business.

In 1998, Wizards of the Coast arranged with Nintendo to translate and publish the **Pokémon** trading card game. Designed by Creatures, it was already immensely popular in Japan. It became an instant sensation in America, as "Pokémaniacs" rushed to be the first to "catch 'em all." In just a few months, the **Pokémon** trading card game became the best-selling trading card game since **Magic: The Gathering** itself.

Pokémon
Gotta catch 'em all!

TRADING CARD GAME

Let's Play!

So you have a deck, and maybe some booster packs. You've read all the rules, and maybe played a few games with your friends, but you want to learn how to win all the time.

The following basics won't make you a Pokémon Master overnight, but they'll point you in the right direction. We'll begin with a few turns from a starter set game, and then answer some commonly asked questions about the **Pokémon** trading card game.

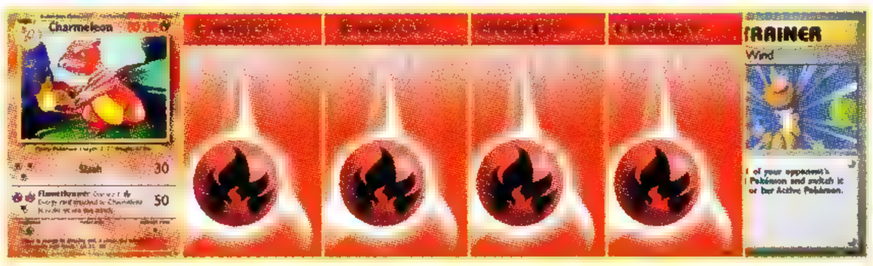


Starter-Set Game

By Robert Gutschera; originally published in **DUELIST** *magazine.*

Alex and Becky are playing. Alex won the coin toss, so he goes first. In his opening seven-card hand, Alex has Charmander, Charmeleon, 4 Fire Energy, and Gust of Wind. Becky has Machop, Rattata, 3 Fighting Energy, and two Potions. Each player also takes three cards from his or her deck and sets them aside facedown (without peeking) as Prizes. Whenever you Knock Out one of your opponent's Pokémon, you get to draw one of your Prizes; if you Knock Out three opposing Pokémon and draw your last Prize, you win!

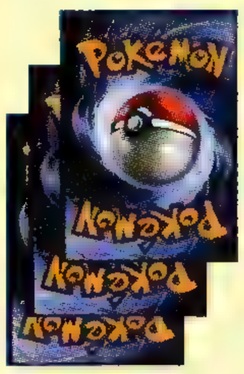
Hand



Before the game starts, each player chooses an Active Pokémon and puts it face down. Alex chooses Charmander and Becky chooses Rattata. Then they both flip their cards over and begin.

There isn't any "right" Pokémon to start off with; it's just a matter of what you want.

Prizes

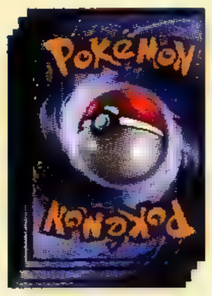


Benched Cards (none shown yet)

Discards (none shown yet)



Active Card



Deck

ALEX

BECKY

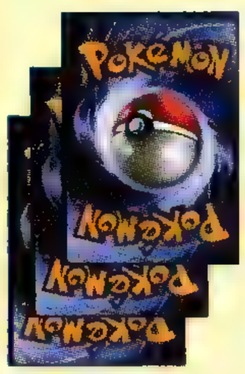
Active Card



Deck



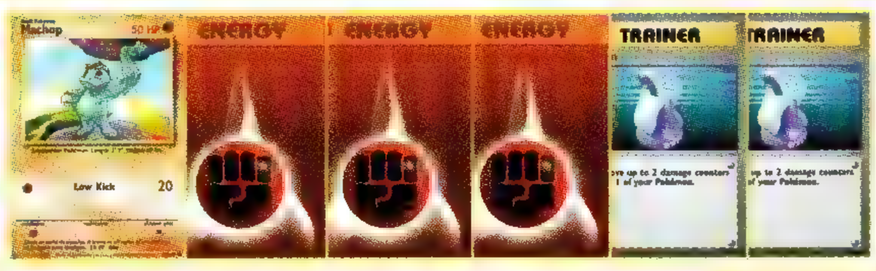
Prizes



Discards (none shown yet)

Benched Cards (none shown yet)

Hand



Hand



Benched Card

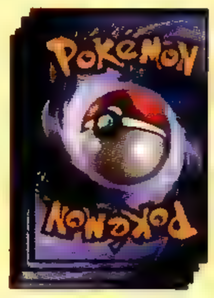


Discards (none shown yet)

Prizes







ALEX

Active Card

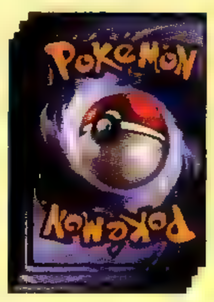
Deck

BECKY

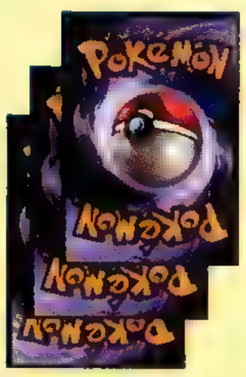
Active Card



Deck



Prizes





Benched Card

Discards (none shown yet)

Hand



Alex's First Turn

Alex draws a card from his deck and adds it to his hand: it's Ponyta. He attaches a Fire Energy to Charmander. He puts Ponyta down on his Bench so he'll have a backup Pokémon in case anything happens to Charmander. Then Alex uses Charmander's Scratch attack (the gray symbol to the left of the Scratch attack means Charmander needs one Energy of any kind to use Scratch). This does 10 damage to Rattata, so one damage counter is put on Rattata (each damage counter represents 10 damage).

Becky's First Turn

Becky draws a Fighting Energy. She decides to play Machop onto her Bench and then retreat Rattata, moving it to the Bench and choosing another Pokémon (Machop) for the Active Pokémon. Normally, Becky would have to pay the Retreat Cost by discarding from the retreating Pokémon as many Energy cards as there are symbols on the card's lower right. But Rattata has no symbols under Retreat Cost, so it retreats for free. Now Becky attaches a Fighting Energy card to Machop and attacks Charmander with Low Kick for 20 damage.

Alex's Second Turn

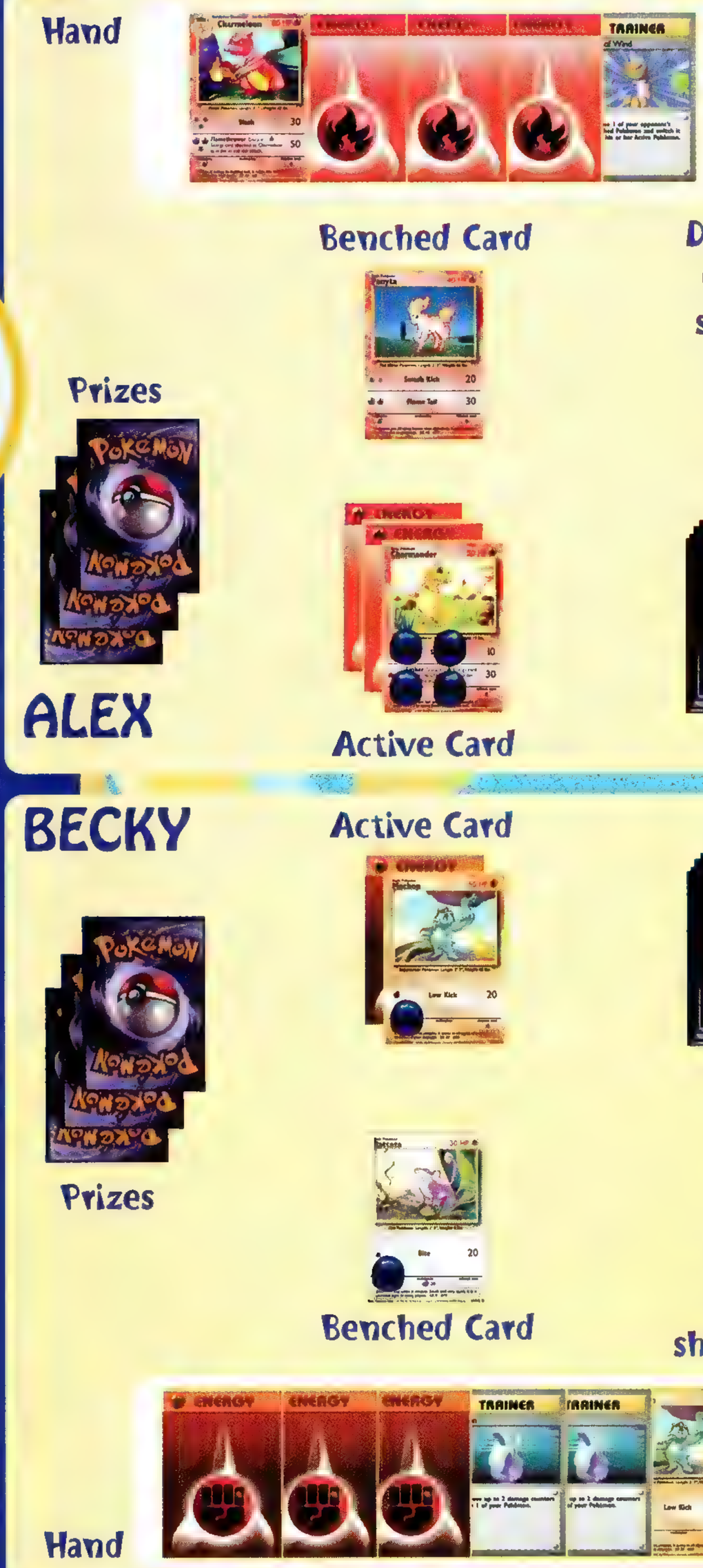
Alex draws a Fire Energy. He attaches it to Charmander. He could use Charmander's Ember attack to do 30 damage by discarding an Energy card, but he decides just to Scratch Machop for 10 damage.

It's usually a good idea to play an Energy card every turn, if you can.

Becky's Second Turn

Becky draws another Machop. Because her current Machop has 50 Hit Points, she concludes Charmander's Ember attack can do only 30 damage, so she decides not to play a Potion. Becky simply has Machop Low Kick Charmander for 20 more damage.

Becky decided not to play a Potion because Machop has 50 Hit Points. Alex's first attack took 10, so her Machop has 40 left. Because Charmander's worst attack does only 30, it wouldn't Knock Out Machop.





Hand

Benched Card



Discards



Prizes







ALEX

Active Card

Deck

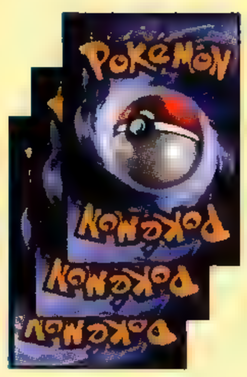
BECKY

Active Card



Deck





Prizes



Benched Card



Discards



Hand

Alex's Third Turn

Alex draws an Energy Retrieval. This isn't much use to him now, but if he runs short of Energy later he'll be glad to have it. Now Alex is ready to give Becky a nasty shock: he attaches an Energy card to Charmander, and then Evolves Charmander by playing Charmeleon on top of Charmander! Alex uses Charmeleon's Flamethrower attack (discarding a Fire Energy card from Charmeleon to do so), doing 50 damage to Becky's Machop and Knocking Out Machop in one mighty blow. Becky brings out Rattata as her new Active Pokémon. Alex gets to take one of his Prizes and add it to his hand. (It's a Fire Energy.)

It was a good thing Becky didn't play the Potion! Even if Machop had been back to its full 50 points, that Flamethrower attack would have Knocked Out Machop anyway.

Becky's Third Turn

Becky isn't happy to see Charmeleon, but she draws an Energy Removal! Now she has a plan. She plays Energy Removal on Charmeleon, so it has only one Energy left. She plays her second Machop onto her Bench, attaches a Fighting Energy to it, and retreats Rattata, replacing it with Machop. Machop does a Low Kick, doing 20 damage to Charmeleon.

Why did Becky put up Rattata, only to pull it back? Because before she got Energy Removal, Becky thought she was going to lose her Pokémon in the next attack. She wanted to save Machop for later. Rattata was weak and wounded—better to lose it than Machop! Once she got an Energy Removal, though, she put out the stronger Machop.

Alex's Fourth Turn

Alex draws Growlithe. Charmeleon has 60 damage, which means Machop could Knock Out Charmeleon next turn. Alex decides to retreat Charmeleon (discarding a Fire Energy card from it to pay the Retreat Cost of one Energy) and make Ponyta his Active Pokémon. Then he attaches a Fire Energy card to Ponyta. Ponyta doesn't have enough Energy to attack yet, so Alex ends his turn without attacking.

Remember, it's usually better to retreat a wounded Pokémon than to let it get Knocked Out. If you don't have the Energy, it can't be helped—but try to keep the other player from Knocking Out your Pokémon and taking a Prize.

Becky's Fourth Turn

Becky draws Diglett. She has Machop use Low Kick to do 20 damage to Ponyta.



Hand

Benched Card



Discards



Prizes





Active Card

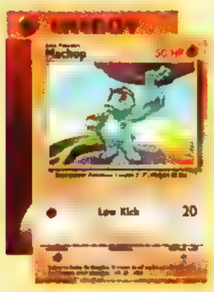


Deck

ALEX

BECKY

Active Card



Deck





Prizes



Benched Card



Discards



Hand

Hand



Benched Card

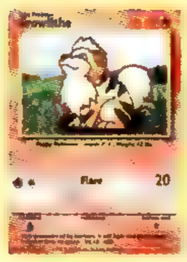


Discards



Prize







ALEX

Active Card

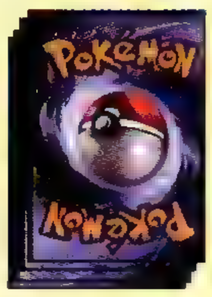
Deck

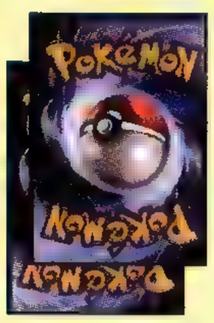
BECKY

Active Card



Deck





Prizes





Benched Cards

Discards

Hand



Alex's Fifth Turn

Alex draws another Fire Energy. Alex attaches it to Ponyta. He puts Growlithe on his Bench. Then he plays Gust of Wind to switch Becky's Machop for Rattata and has Ponyta do 30 damage to Rattata, Knocking Out Rattata. (Becky brings Machop back out as her Active Pokémon.) Alex draws another Prize—a Switch!

Don't be afraid to play all the cards in your hand! Playing Gust of Wind was what made Alex's attack work.

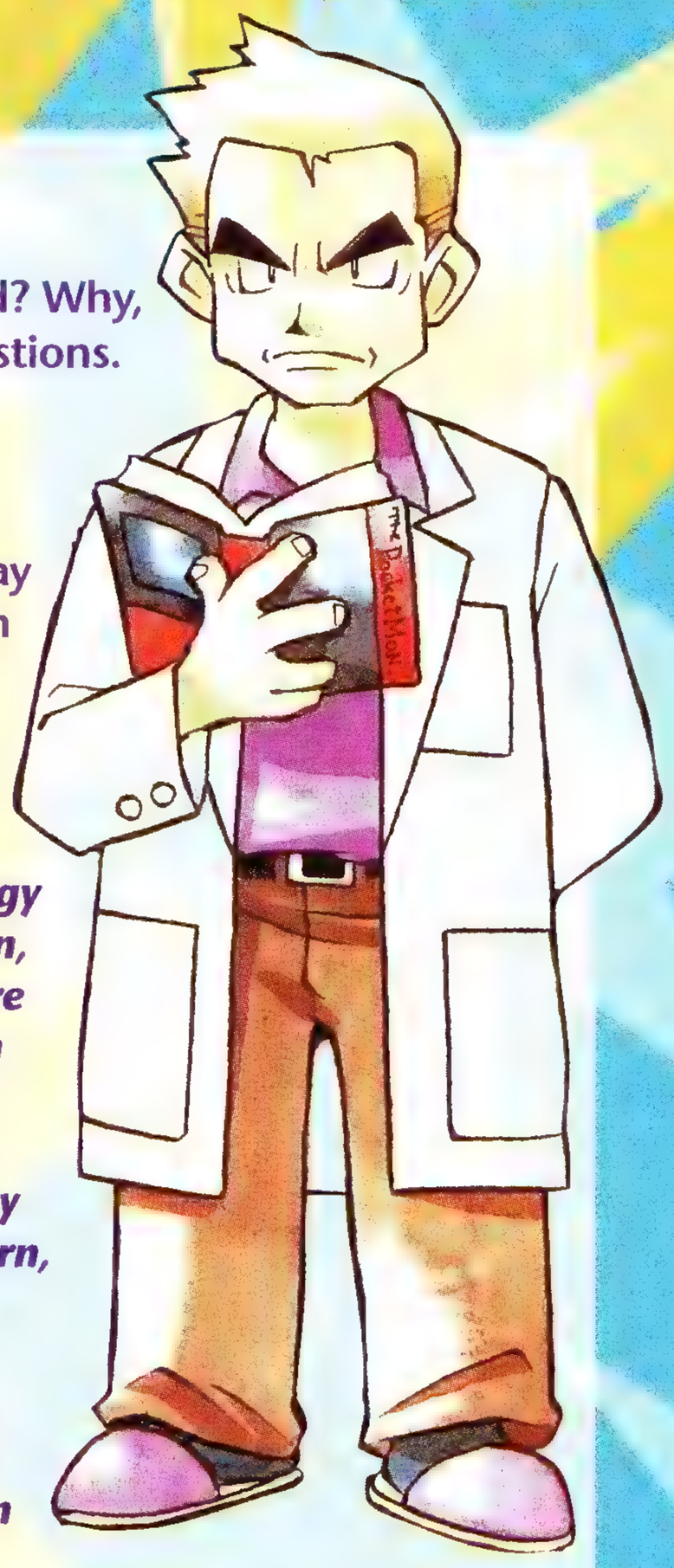
Becky's Fifth Turn

Becky draws a Fighting Energy. She adds Diglett to her Bench (and gives it a Fighting Energy card). Then she decides on another Low Kick, which Knocks Out Ponyta. Alex makes Growlithe his new Active Pokémon. Now Becky gets to draw a Prize, which turns out to be Machoke.

After five turns, Becky has two Prize cards left to draw and Alex has only one, so Alex is ahead. But Becky's Machop is doing 20 damage each turn, and she still has two Potions in her hand in case Machop gets damaged. She has a pretty good chance of defeating Growlithe and tying the game. And if Machop Evolves into Machoke, things could get even scarier for Alex. Who will win is anybody's guess!

Ask Professor Oak

Who knows more about Pokémon than anyone else in the world? Why, Professor Oak, of course. Here he is now, to answer all your questions.



Rules

The rules say the first step of my turn is "draw a card." Where do I draw the card from?

From your deck. Whenever you draw a card, you always take your deck's top card.

And when I draw a card, what do I do with it?

***You put it into your hand (and then maybe later you play the card). Your "hand" is all the cards you've drawn but haven't played yet. It's the same as other card games, such as* Go Fish *or* Spades.**

How many cards can I have in my hand?

You can have as many cards as you draw. There's no limit to hand size.

How do I win?

You win when you draw your last Prize, or when your opponent loses his or her Active Pokémon and doesn't have a Pokémon on the Bench to replace it. You also win if your opponent can't draw a card at the beginning of the turn because his or her deck ran out of cards, but this doesn't happen very often.

What happens when I draw my last card *during* my turn (for example, when I play a Professor Oak Trainer card and draw 7 cards)?

Don't worry. You don't lose* any time *you have no cards left to draw. You lose only if you can't draw a card at the* beginning *of your turn.

When should I play an Energy card on one of my Pokémon?

You're allowed to play one Energy card each turn, anytime before you attack. In general, you should try to play an Energy card* every turn, *because you usually want more Energy cards on your Pokémon than you have. (Avoid playing an Energy card if all your Pokémon in play already have as much Energy as they might be able to use, or if you're about to play a Pokémon and you need to save your Energy cards for your new Pokémon.)

Can I place Energy cards on Benched Pokémon?

Yes.

Can I use the "Pokémon Power" of a Benched Pokémon?

Yes.

Is it important to have Pokémon on my Bench?

Absolutely! If your Active Pokémon is Knocked Out and you don't have a Pokémon to replace it sitting on your Bench, you lose—even if you have a half-dozen Pokémon in your hand. You start the game with at least one Pokémon in play, but you should add another Pokémon to your Bench as soon as you can, even if it's one you didn't want to play right away.

How can I evolve a Pokémon?

You play the next stage of that Pokémon on top of it. In other words, you must have the un-evolved version already on the table and the evolved version in your hand; then you just put the evolved version on top of the un-evolved version. You can evolve an Active or a Benched Pokémon.

Can I still use the abilities of an un-evolved Pokémon after I've evolved it?

No.

Can I play more than one Trainer card during my turn?

Yes.

Can I attack with a Pokémon if I just played it?

Yes, as long as it's your Active Pokémon (only your Active Pokémon can attack), and as long as it has the required amount of Energy for the attack.



What if I don't have enough Energy to use my Active Pokémon's attack?

Then you can't use that attack. (If that's your Pokémon's only attack, you won't be able to attack that turn, unless you can switch your Active Pokémon with a Pokémon from your Bench that can attack.) You'll have to hope you get more Energy. Remember, you draw a card every turn, so eventually you should draw the Energy you need.

When I attack, do I discard the Energy card(s) I used to power the attack?

In general, Energy isn't used up by an attack. Unless that attack specifically says to discard an Energy, it stays attached to the Pokémon.

Some Pokémon attacks don't have any damage written next to them. How do they work?

Some attacks won't do any damage. Whenever you use an attack, just read what it says on the card, and then follow those instructions.

What about an attack that says "20X" damage? How does that work?

Whenever an attack has a symbol like +, –, or X next to the attack damage, read the card text to see what it does. The attack damage symbol on these cards is just to help you understand the text. You don't do the attack damage and then also what the text says, rather only what the text says.

For example, Doduo's Fury Attack has an attack damage of 10X and it says, "Flip 2 coins. This attack does 10 damage times the number of heads." So if you flipped two coins and got two tails, you'll do zero damage (not 10).

For attacks that have an attack damage with no special symbol, you do that damage and you do

what the attack says. For example, Pikachu's Thunder Jolt has an attack damage of 30 and it says, "Flip a coin. If tails, Pikachu does 10 damage to itself." You must flip a coin to see if Pikachu takes 10 damage, but whether you get heads or tails, Pikachu still does 30 damage to your opponent's Active Pokémon.

My Pokémon has an attack that requires Colorless Energy, but I don't have any Colorless Energy cards. How can I use the attack?

The Colorless Energy symbol is a special Energy symbol. Any kind of Energy can be used to pay its cost. Other kinds of Energy have to match, though. For example, you have to have Fire Energy if the attack requires Fire Energy, and so on.

Can I use a Double Colorless Energy card to satisfy any Energy requirements?

When attacking, Double Colorless Energy can satisfy only Colorless Energy requirements (see the previous question). You can always use Double Colorless Energy to satisfy a Retreat Cost, as you can any Energy.

My Pokémon's about to be Knocked Out! How can I save it?

A few Trainers and Pokémon can help your Active Pokémon recover Hit Points, but the most common way to get your Pokémon out of danger is to retreat it. To retreat your Active Pokémon during your turn (anytime before it attacks), pay the Retreat Cost shown in the lower-right corner of the card. Discard that much Energy from your Active Pokémon, and then move it to your Bench, replacing it with one of your Benched Pokémon. (If there are no Energy symbols under Retreat Cost on the Pokémon's card, it costs nothing to retreat it.)

When I retreat my Pokémon, do I discard the Energy from my hand or from the Pokémon?

From the Pokémon. You can't pay for a Retreat Cost with Energy cards from your hand.

If a Retreat costs two Energy, can I use a single Double Colorless Energy to pay for the Retreat?

Yes.

If my Active Pokémon has taken damage and I retreat it, does the damage go away?

No. Retreating doesn't remove damage. But it does remove Poison, Confusion, Sleep, and any other result of a Pokémon's attack, including special attacks like Porygon's Conversion 1.

If I Knock Out my own Pokémon, does my opponent still get to take a Prize?

Yes.

Do I flip a coin to see if my Sleeping Pokémon wakes up at the end of the turn in which it fell asleep?

Yes. You also take Poison damage at the end of the turn in which a Pokémon got Poisoned.

I get all the effects confused. Please explain each of them.

The rulebook provides explanations for all effects, but the following table may be helpful, too.



Effect	How to Show It	What Happens	How to Get Rid of It*
Asleep	Turn it sideways, so that the head of the card is to the left.	It can't attack or retreat.	Flip a coin after *each* turn; heads, it's awake. Evolve or successfully go to the Bench.**
Confused	Turn it toward you.	Flip a coin each time it tries to attack: heads, attack or retreat normally; tails, attacks itself for 20 damage (it can't retreat).	Evolve or successfully go to the Bench.**
Paralyzed	Turn it sideways, so that the head of the card is to the right.	It can't attack or retreat. It recovers after *your* next turn.	It also can evolve or successfully go to the Bench.**
Poisoned	Put Poison marker on it.	It takes 10 damage *each* turn, ignoring Weakness and Resistance.	Evolve or successfully go to the Bench.
Knocked Out	Discard it.	Discard the Pokémon and all attached cards.	You can get a Knocked Out Pokémon back only with a card such as Revive.

* You also can get rid of all these effects (except Knocked Out) with a card like Full Heal or Scoop Up.

** It's possible to successfully go to the Bench even if Asleep, Confused, or Paralyzed. For example, a card such as Switch can retreat any Pokémon.

Specific Cards

How does Clefairy's Metronome attack work?

Look at your opponent's active Pokémon's attacks. Imagine a copy of your opponent's attacks is written where "Metronome" is written, so Clefairy performs the other attack.

Only two differences exist: no matter how much Energy the other card says should be used, Clefairy must have three Energy (of any type), and if anything special is required to use that attack (such as discarding Energy cards), Clefairy doesn't have to do them.



How does Pidgeotto's Mirror Move attack work?

Look at the result of last turn's attack against Pidgeotto, and do that to the opposing Pokémon. For example, if Pidgeotto took 20 damage last turn and was put to Sleep, then the Defending Pokémon takes 20 damage and is put to Sleep.

How does the Water Gun attack on Poliwag work?

You need one Water Energy on Poliwag to use Water Gun. For each extra Water Energy you have on Poliwag, you'll do 10 extra damage, up to 20 extra damage. So with one Water Energy, you'll do 10 damage; with two Water Energy, you'll do 20, and with three or more Water Energy, you'll do 30—but you can't do more than that.

How long does Porygon's Conversion 1 last?

Only as long as the Converted Pokémon remains the Active Pokémon. Remember, anything other than attack damage goes away if the affected Pokémon goes to the Bench.

Can I play a Clefairy Doll Trainer card as my opening Pokémon?

Yes, you can. Remember, though, that you must have a "real" Pokémon in your hand when you start. If your opening hand has a Clefairy Doll in it and no Basic Pokémon, you must shuffle your hand back into your deck and draw a new hand of seven cards. Also, if Clefairy Doll is Knocked Out before you add another Pokémon to your Bench, you lose.

How does the Gust of Wind Trainer card work, if my opponent only has an Active Pokémon out, and none on the Bench?

It doesn't work. Gust of Wind does something only if your opponent has a Pokémon on the Bench.

What does the Pokémon Breeder Trainer card do?

Pokémon Breeder allows you to jump from a Basic Pokémon to a Stage 2 Pokémon in one turn. In other words, if you have a Charmander on the table and you have a Pokémon Breeder and a Charizard in your hand, you can play Pokémon Breeder, and then put Charizard right on top of Charmander (skipping the Charmeleon stage).

Can a Potion Trainer card remove a damage counter that represents 30 damage?

No, it removes only size 10 damage counters. If you choose a different color counter to represent 30 damage or 50 damage or whatever, you must "make change" whenever you heal damage or otherwise move damage counters around.

Does Double Colorless Energy give two Energy of any color?

No, it gives two Energy you can use only to satisfy Colorless Energy costs. Remember, you can use any kind of Energy (including Double Colorless Energy) to satisfy Colorless Energy costs.



Buying and Trading

Where can I buy **Pokémon** cards?

Wizards of the Coast has a Retail Locator on their website (www.wizards.com/Pokemon) that will help you find retailers near you who sell Pokémon cards. Because Pokémon is very popular now, stores run out of them sometimes. It's a good idea to call ahead and see which stores have them in stock. Wizards of the Coast also sells cards over the Internet, at their Web Store (store.wizards.com).

How do I get a Charizard card?

Charizard and many other Pokémon cards are available only in booster packs. You must either find it in a booster pack or trade for one.

I bought a theme deck (or a two-player starter set), and there are a lot of duplicate cards in it. Why is that?

The theme decks and starter set are for playing the game, so there are plenty of copies of the cards you need to make the deck playable (such as Energy cards). If you just want to collect Pokémon cards and don't want to play (which would be a real shame, because the game is a lot of fun!), then buy boosters, instead.

How can I tell if a trade is fair?

Price guides can tell you if two different cards have similar values. But the rarity symbols in the lower-right corner provide a good rough guide: a circle means it's a common card; a diamond means uncommon; a star means the card is rare. The holographic foil cards are even rarer than the regular rare cards. If you trade a card for another one of the same rarity, it's probably a fair trade.

What's the rarest card?

The rarest cards are the holographic foil cards. They're all equally rare, but the most popular ones might be harder to trade for.

Other Questions

Where are the rest of the Pokémon?

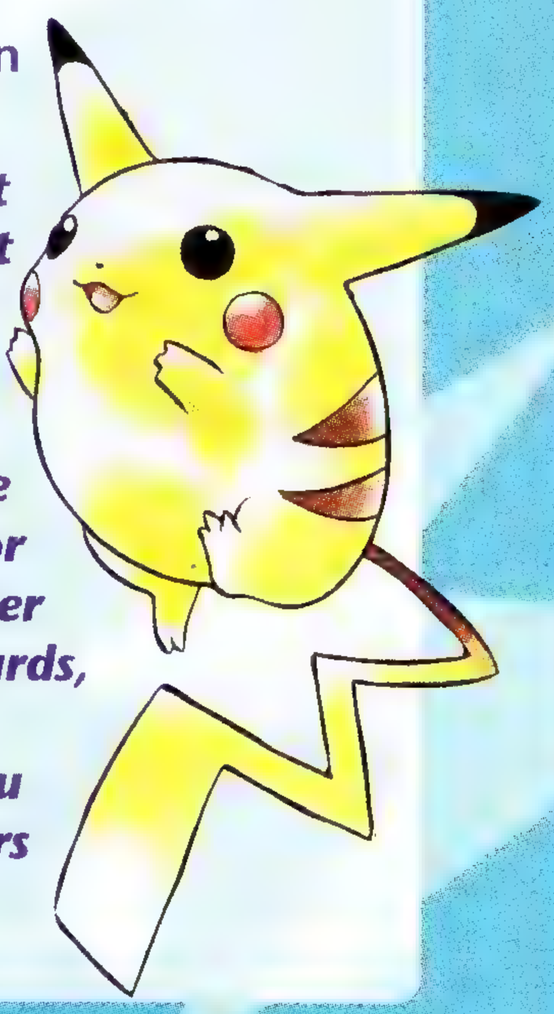
More* Pokémon *are planned for future sets, called "expansions." The first expansion to Pokémon,* Jungle, *is already out: this book includes a description of it!

When will you make a Gengar (or Aerodactyl, or Ekans, or any other Pokémon) card?

We're busy making more Pokémon cards, so keep an eye out for your favorite Pokémon in upcoming expansions. By the time* Fossil *(the next expansion after* Jungle*) comes out, all 150 Pokémon will be available.

I bought a **Pokémon** theme deck. Why doesn't it have the cards listed in the "Add" column in the rulebook?

The rulebook pages that describe theme decks list all the cards in each deck (for reference) at the top of that deck's page. The bottom of the page lists suggestions for improving your deck after you've collected more cards, but those cards* aren't *included in the deck. You can find them in boosters or in other decks.



Is the **Pokémon** game in English the same as one in Japanese?

Yes, it's the same game and it's played the same way. But many cards printed in Japan haven't been printed here yet. (Don't worry, Wizards of the Coast is working hard to bring you more of them!)

What about the Japanese cards?

Wizards of the Coast makes only the cards in English, so this book covers just those cards; we can't answer questions about the Japanese cards.

What are the little glass beads in the box for?

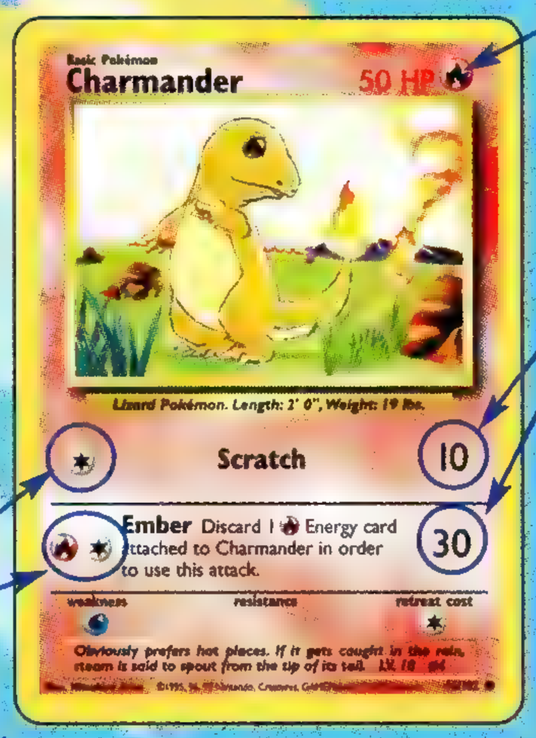
They help you keep track of the damage to your Pokémon when you play the game. Usually, each bead, or counter, stands for 10 points of damage. (For instance, if your Machop gets kicked for 20 points, put two counters on the card and subtract 20 from Machop's Hit Points, leaving 30.)



Know Your Energy

Each Pokémon is a type, and this Energy is (nearly always) the kind of Energy your Pokémon needs to attack. Each Pokémon has an Energy requirement for each attack named on its card. For example, Charmander needs one Colorless Energy to Scratch (a "Colorless Energy" is any available type of Energy). To power-up Charmander's Ember attack, you need one Fire Energy and one Colorless Energy.





Pokémon TRADING CARD GAME

Gotta catch 'em all!

There are seven Pokémon Energy types.

Grass

Grass Pokémon, such as Venusaur and Beedrill, can dish out the damage. They tend to need more Energy than other types, but their high Hit Points and attack damage give these Pokémon a nice balance.



Fire

Fire Pokémon pack a lot of punch. Just look at Charizard: its Fire Spin burns for a whopping 100 damage. On the downside, over half the Fire Pokémon discard Energy to make one of their attacks.



Water

Using Water Energy is an all-around good bet. Water Pokémon—including Blastoise, Gyarados, Dewgong, and Poliwrath—can blast out some pretty awesome damage and take plenty of punishment.



Lightning

Lightning Pokémon can strike an opponent for hefty damage, but there's a good chance they may hurt themselves, or their Bench, as well. For example, Raichu can Thunder for 60 damage, but if the coin toss comes up tails, Raichu inflicts 30 damage on itself.



Psychic

Most Psychic Pokémon can attack with just one Energy, but tend to be low on Hit Points. Psychic Pokémon have nice non-damage attacks. Alakazam and Drowzee both have a chance to Confuse the Defending Pokémon; Gastly and Haunter can put it to Sleep. Evolving can be tough, though, because Basic Psychic Pokémon tend not to survive long on their own.



Fighting

This Energy type includes some of the game's most efficient Pokémon. Hitmonchan, Machop, and Diglett all have low Energy requirements, but can deal lots of damage. This is a good Energy type for mono-Energy decks (decks that use a single Energy type).



Colorless

Colorless Pokémon include great Pokémon like Chansey, Clefairy, Dragonair, and Farfetch'd. Colorless Pokémon can use any Energy card, so supplying them with Energy isn't usually a problem. That makes most Colorless Pokémon good "guest stars" in decks of other types.





Basic Tips

Which Comes First, Energy or Evolution?

Pay attention to when you evolve your Pokémon and when you give them Energy. Usually it's better to make sure a newly evolved Pokémon has enough Energy to make an attack right away. This means adding Energy to it for a couple of turns *before* you evolve it.

For example, if you have a Poliwag on the Bench and—before you put any Energy on it—you evolve it into a Poliwhirl, and then a Poliwrath, you'll have a Pokémon you can't use for several turns (because Poliwrath can't do a thing without at least three Energy). If your Active Pokémon gets hit with Gust of Wind, you're likely to have an Active Poliwrath who doesn't have enough Energy to attack or retreat.





However, at times evolving a Pokémon, even without enough Energy, is the best thing to do. An evolved Pokémon nearly always gets more Hit Points, so if a Pokémon is in danger of being Knocked Out, you might want to evolve it to give it more Hit Points. Also, remember that evolving a Pokémon gets rid of Sleep, Confusion, Paralysis, and Poison: Evolving a Pokémon might be the best way to restore it.

Fast Pokémon

Note how much Energy a Pokémon needs to attack. The less Energy it needs, the faster it is. A fast Pokémon can attack for 20 damage with just one Energy card, or for 30 damage with just two Energy cards. Fast Pokémon can often Knock Out a slower Pokémon before it even has a chance to attack.

Rattata and Staryu are both fast (they need only one Energy to inflict 20 damage).



Pokémon TRADING CARD GAME

Gotta catch 'em all!

Bulbasaur (2 Grass Energy, 20 damage) and Growlithe (one Fire and one Colorless Energy, 20 damage) are almost as fast, but they need one more Energy card (and thus at least one more turn) before they can attack for the same 20 damage.



20 Attack Damage



2 Energy Requirement



30 Attack Damage





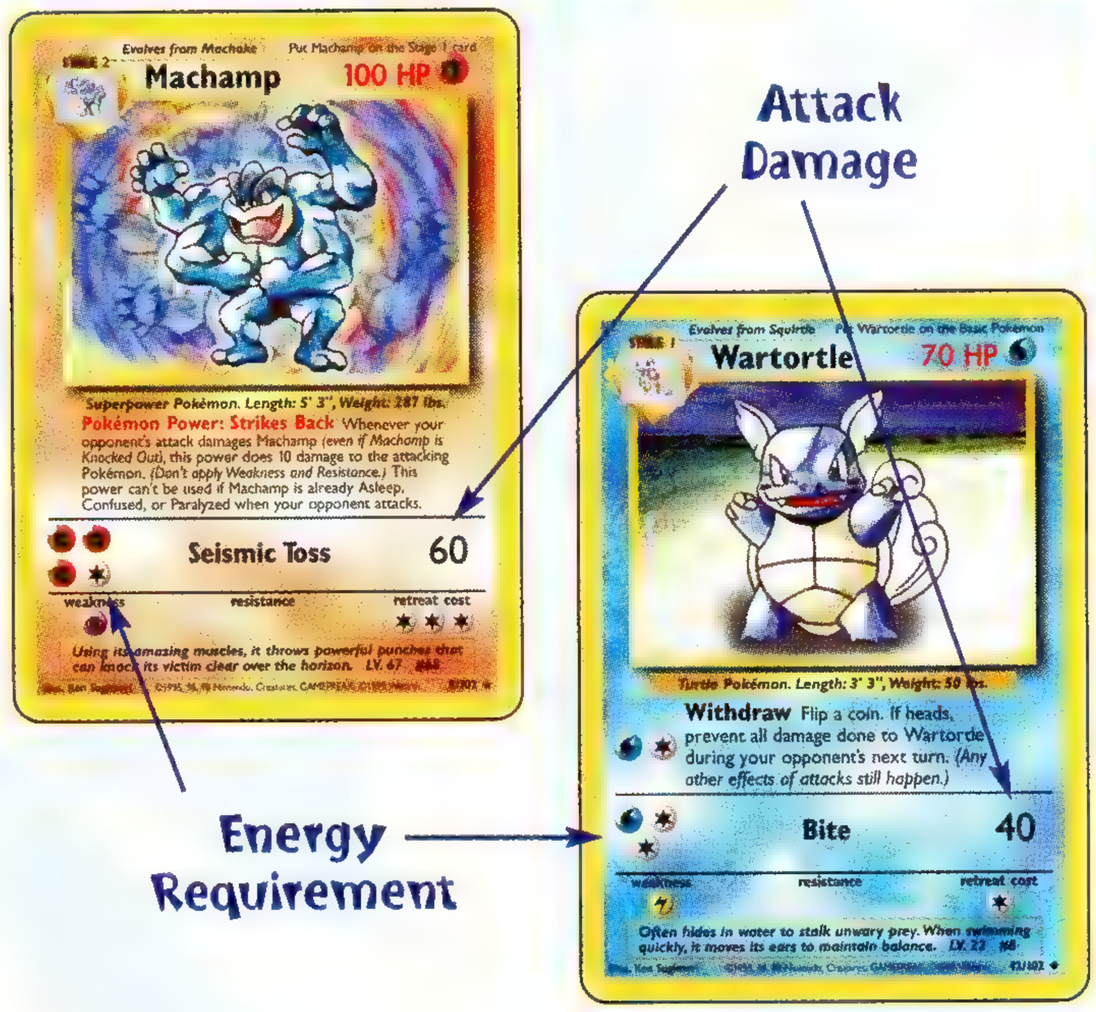
2 Energy Requirement

Pokémon that need two Energy cards but attack for more than 20 damage are fast, as well. Diglett needs 2 Fighting Energy to attack for 30 damage. Electabuzz needs 2 Energy (one must be Lightning Energy) to attack for 30 or 40 damage. (Both can attack with just one Energy while waiting for the second Energy card.)



Efficient Pokémon

Fast Pokémon don't always win the fight. They're good at the beginning of a game to keep your opponent from building up a powerful Active Pokémon right away, and they might give you two or three Knock Outs. However, once your opponent has put up a strong Active Pokémon, efficiency becomes more important than speed.



Toward the end of the game, it's good to have an efficient Pokémon that can pound your opponent's Pokémon repeatedly. An "efficient" Pokémon attacks for at least 40 damage and inflicts more than 10 damage per Energy card. Fearow can attack for 40 damage, but needs four Energy cards to make that attack. That's good damage, but it isn't as efficient as some other Pokémon. None of the aforementioned fast Pokémon are efficient, either; they just don't pound out enough damage in a turn.

Machamp is efficient. It needs four Energy cards for 60 damage. Wartortle is, too. It needs three Energy cards for 40 damage.

We aren't saying you *must* play a fast Pokémon at the beginning of the game, or an efficient Pokémon at the end of the game. But it helps to consider how fast and how efficient each Pokémon is when you decide which to play and which to make your Active Pokémon.

Hit Points

When you consider which Pokémon to play, look for high Hit Points. For instance, 50 Hit Points is much better than 40 Hit Points—it lets your Pokémon take a lot of damage without getting Knocked Out quickly. Koffing, with 50 Hit Points, can take four 10-point hits or two 20-point hits and survive.

Early in the game, a Pokémon with 50 Hit Points can usually survive for a while. Later in the game, it's better to have Pokémon with at least 70 or 80 Hit Points.



Non-Evolving Pokémon

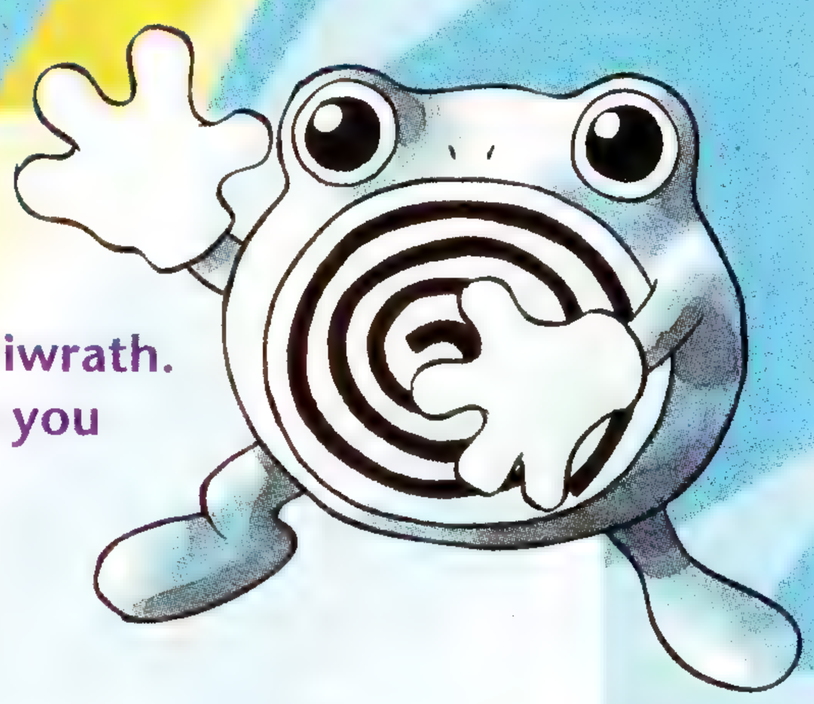
If you must choose between a Pokémon that can evolve and one that can't, consider using the Pokémon that can't evolve as your Active Pokémon. If you use a Pokémon that can evolve, you risk losing both that Pokémon and the chance to play its later stages. For example, if you lose a Squirtle, you might not be able to play the Wartortle and Blastoise still in your deck.

It's usually safer to build evolving Pokémon on the Bench, using high–HP Pokémon as protection. Electabuzz, Jynx, and Hitmonchan make good Active Pokémon while others evolve, because they're fast and can take a lot of damage (70 Hit Points each).



Stage 1 Pokémon

Don't be afraid to play only part of an Evolution line. Poliwag/Poliwhirl is pretty good without evolving to Poliwrath. Charmeleon can be a lot better than Charizard, because you don't have to give it as much Energy.



Sacrifice Plays

Sacrificing cards to Knock Out Pokémon is a perfectly good strategy. Don't be afraid to burn the last Fire Energy on your Charmander if the Ember Knocks Out your opponent's fully charged Pokémon, leaving a weak and underpowered one from the Bench to take over.

Using Trainers

Drawing cards is the best way to win, if you're aggressive, and playing Trainers is the best way to draw lots of cards. By blowing through a Bill, and then Gusting and playing Energy Removal in the same turn, you'll usually do far more than just a Low Kick with Machop.

Think Ahead

Evolve? Add Energy? Attack? Retreat? No one can tell you exactly what to do in every situation, but we can tell you this: think ahead. When playing this turn, think about what you'll want to do next turn, and the turn after that. Do you have a Basic Pokémon you can evolve? Rather than evolve it automatically, think about what you'll do with it if you *do* evolve it, and if you *don't*.

For example, Bulbasaur can evolve into Ivysaur, which can evolve into Venusaur. Note that Bulbasaur can repair its damage, while Ivysaur can't. If Bulbasaur is damaged, should you try to repair that damage before evolving it into Ivysaur? And Ivysaur can Poison the Defending Pokémon, while Venusaur can't. On the other hand, Venusaur is very efficient—60 damage for four Energy—and it has 100 Hit Points. Which will you need more—Ivysaur's Poison attack, or Venusaur's efficient attack and high Hit Points?

Think ahead.



Pokémon
Gotta catch 'em all!

TRADING CARD GAME

Deck Tuning

The starter set and theme decks are prepackaged decks based on a variety of strategies and Energy combinations. Each deck comes with its own Pokémon, Energy, and Trainers.

The prepackaged decks, especially the two-player starter set, serve as introductions to the **Pokémon** card game, as well as learning tools. As you learn more about playing the game, however, you'll want to do more. Learning which cards are the most desirable and why will help you build a stronger deck. Getting new cards—through boosters and trading—changes your deck, making new strategies possible. By changing no more than 10 or 12 cards, you can "fine-tune" these decks to make them even more effective.

"Tuning" is when you take something—a piano, a guitar, a car, or even a deck of cards—and change it slightly so it works exactly the way you want it to. Do you sometimes wish your deck was faster, or had Pokémon with more Hit Points, or did a better job of disrupting your opponents' strategies? The prepackaged decks play well enough, but do they work exactly the way you want them to? The sections that follow show some examples of how you can tune your deck to do just that.



You don't need a gazillion extra cards to tune a deck. You can probably start tuning your deck with the first booster pack you get, or the first trade you make.

Name That Tune

Before you begin tuning your deck, you must answer an obvious question: what's your objective? Speed? Poison? More Energy? Getting rid of the Pokémon that cost you your last game? If you don't know what you want, you'll have a hard time making it happen.

When you tune a deck, you change only a few cards, no more than 10 or 12. What you're doing is adding a specific feature to a deck you already have (maybe an Evolution series, or a few special Trainers). You're trying to make the deck better, so you're probably adding more powerful cards.

Note that you can add only cards you have. Often, you can find the cards you want by trading for them, or by picking up a few booster packs. But if you don't, just be patient; you'll get the cards you want eventually. In the meantime, tune your deck in other ways. There are lots of ways to play **Pokémon**!

Discards

One tricky thing about tuning a deck is that before you can add cards, you must remove cards. Your deck always has to have exactly 60 cards. So which cards do you pull? Get rid of the cards that do the least good for the deck. Think about the last few times you played. Which cards were you always sorry to see in your hand? Put those cards at the top of your hit list. Get rid of them, and replace them with something better.



It's always tempting to discard Energy cards, because there are so many. Resist that temptation. If you needed them before you tuned your deck, you'll probably need them after you've tuned it. (There are exceptions to this general rule, and we'll see a few of them over the next few pages.)

Sample Tunes

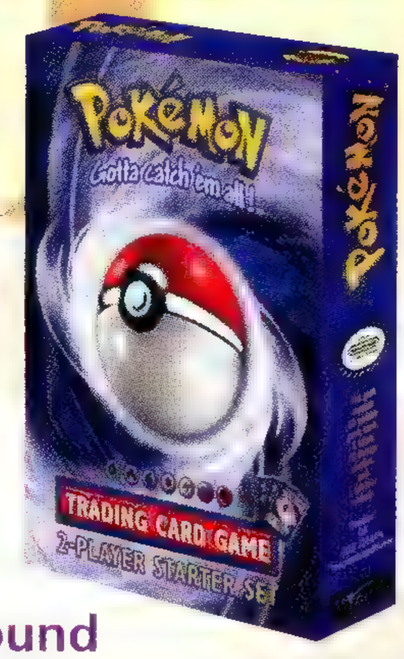
In the pages that follow, you'll find *examples* of tuned decks. We include them here to give you tuning ideas. You don't have to tune your deck like any of the examples. Tune your deck the way you want it: it's *your* deck, and no one else can tell you what should be in it.

With a bucket full of rares, you can make just about any deck better. These examples don't assume you have five copies of every card. You can often get the extra cards in these examples with a half dozen boosters and a few trades.

Pokémon Gotta catch 'em all!

TRADING CARD GAME

Tuning Your Starter Set



The starter set is a Fire/Fighting deck built around speed and two main Pokémon—Machop and Charmander. A bonus Machamp is included in all starter sets, so this deck has 61 cards; you must discard an extra card to make it a legal deck.

Energy (28)

- 14 Fighting
- 14 Fire

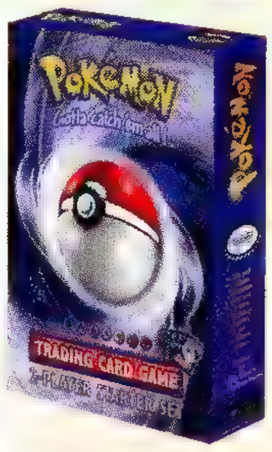
Pokémon (24)

- 3 Diglett
- 2 Machoke
- 4 Charmander
- 1 Growlithe
- 1 Dratini
- 1 Machamp
- 4 Machop
- 2 Charmeleon
- 4 Ponyta
- 2 Rattata

Trainers (9)

- 1 Bill
- 1 Gust of Wind
- 1 Energy Removal
- 1 Energy Retrieval
- 1 Pokédex
- 2 Potion
- 2 Switch

Beefing Up



To make your starter set stronger, another Energy Retrieval is a must, especially if you plan to use Ember and Flamethrower attacks. Because the starter set is a speed deck, fast access to cards is essential. Bill and Professor Oak can give you more cards.

Remove:

- 1 Growlithe
- 1 Dratini
- 2 Potion
- 2 Ponyta
- 1 Gust of Wind
- 2 Switch

Add:

- 2 Hitmonchan
- 1 Bill
- 1 Energy Retrieval
- 2 Magmar
- 2 Professor Oak

You now have:

Energy (28)

- 14 Fighting
- 14 Fire

Pokémon (24)

- 3 Diglett
- 2 Machoke
- 4 Charmander
- 2 Magmar
- 2 Rattata
- 2 Hitmonchan
- 4 Machop
- 2 Charmeleon
- 2 Ponyta
- 1 Machamp

Trainers (8)

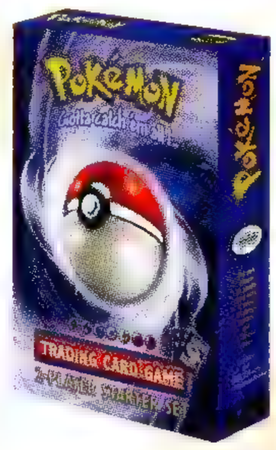
- 2 Bill
- 2 Energy Retrieval
- 2 Professor Oak
- 1 Energy Removal
- 1 Pokédex

Hitmonchan & Magmar

Evolving Machop and Charmander is a primary strategy when playing the starter set. This tends to use up a lot of cards, so balance this with non-evolving Fire/Fighting Pokémon. Hitmonchan and Magmar, Basic Fighting/Fire Pokémon, fit this need perfectly. They're fast and can take a lot of damage.



Disruption



Consider tuning your starter set to disrupt your opponent's every move. It may not win every time, but it's sure to be a lot of fun. This deck takes out several Pokémon (so you don't need quite as much Energy) and replaces them with Trainers, including a couple that most players don't use (so you should be able to trade for them). Pokédex and Bill don't contribute much to disruption, so they're dropped, as well. Finally, add a Dratini and a Dragonair: a Dragonair can cost the Defending Pokémon an Energy every time it attacks!

Energy (28)

- 14 Fighting
- 14 Fire

Pokémon (24)

- 3 Diglett
- 2 Machoke
- 4 Charmander
- 1 Growlithe
- 1 Dratini
- 1 Machamp
- 4 Machop
- 2 Charmeleon
- 4 Ponyta
- 2 Rattata

Trainers (9)

- 1 Bill
- 1 Gust of Wind
- 1 Energy Removal
- 1 Energy Retrieval
- 1 Pokédex
- 2 Potion
- 2 Switch

Remove:

- 1 Fighting
- 2 Ponyta
- 1 Pokédex
- 3 Diglett
- 2 Rattata
- 1 Bill

Add:

- 1 Dragonair
- 2 Energy Removal
- 1 Imposter Professor Oak
- 2 Pokémon Flute
- 1 Dratini
- 2 Gust of Wind

You now have:

Energy (27)

- 13 Fighting
- 14 Fire

Pokémon (19)

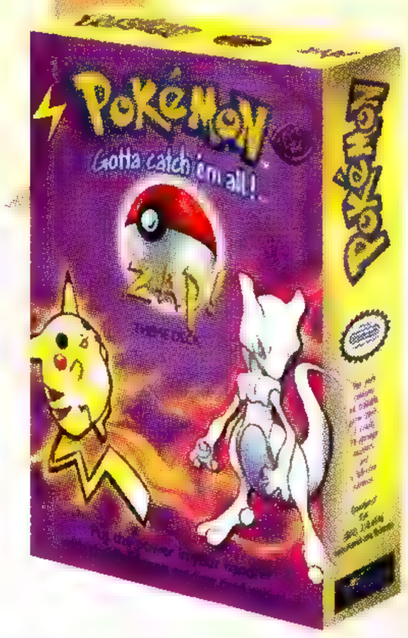
- 1 Machamp
- 4 Machop
- 2 Charmeleon
- 2 Ponyta
- 2 Dratini
- 2 Machoke
- 4 Charmander
- 1 Growlithe
- 1 Dragonair

Trainers (14)

- 3 Gust of Wind
- 1 Energy Retrieval
- 2 Potion
- 1 Imposter Professor Oak
- 3 Energy Removal
- 2 Pokémon Flute
- 2 Switch

Pokémon
Gotta catch 'em all!™

TRADING CARD GAME



Zap!

Use Psychic and Lightning Pokémon to Paralyze, Confuse, put to Sleep, or otherwise disable your opponent's Pokémon and prevent them from hurting you.

Energy (28)

12 Lightning ● 16 Psychic ●

Pokémon (21)

- 3 Magnemite ● 4 Pikachu ●
- 3 Abra ● 2 Drowzee ●
- 3 Gastly ● 2 Haunter ●
- 2 Jynx ● 1 Kadabra ●
- 1 Mewtwo ●

Trainers (11)

- 2 Bill
- 1 Defender
- 1 Potion
- 1 Super Potion
- 1 Computer Search
- 2 Gust of Wind
- 1 Professor Oak
- 2 Switch

More Mayhem



This deck version adds another Gastly, another Jynx, a Raichu, and two Electabuzz. These Pokémon fit the theme well. The Pokémon are bigger, so the deck swaps out a Potion for a Super Potion. The deck has a couple less Energy than before, but it adds an Energy Retrieval to make up for it.



Remove:

- 1 Lightning ● 1 Psychic ●
- 2 Drowzee ● 1 Mewtwo ●
- 1 Switch
- 1 Potion

Add:

- 2 Electabuzz ● 1 Raichu ●
- 1 Gastly ● 1 Jynx ●
- 1 Energy Retrieval
- 1 Super Potion

You now have:

Energy (26)

11 Lightning ● 15 Psychic ●

Pokémon (23)

- 2 Electabuzz ● 3 Magnemite ●
- 4 Pikachu ● 1 Raichu ●
- 3 Abra ● 4 Gastly ●
- 2 Haunter ● 3 Jynx ●
- 1 Kadabra ●

Trainers (11)

- 2 Bill
- 1 Defender
- 2 Gust of Wind
- 2 Super Potion
- 1 Computer Search
- 1 Energy Retrieval
- 1 Professor Oak
- 1 Switch

Bench Damage



Do you think the Bench gets off too easy, always hiding behind your opponent's Active Pokémon? How about tuning this deck so all enemy Pokémon share the hurt? Pull some of the Pokémon that don't deal damage to the Bench, and then add a couple of Voltorb and Electrode (the *Jungle* variety) because they *do* hurt the Bench. Even out the Energy, because you're adding Lightning Pokémon and pulling Psychic Pokémon. Add a couple more Defending Pokémon so that you can protect Magnemite the first time it Selfdestructs.

What follows is one way to tune for a Bench-damage deck, but there are others. For example, if you prefer Jynx to Drowzee, pull the Drowzee rather than the Jynx (or one of each). Add a Pokémon Center, if you don't mind stripping your own Pokémon of Energy (*your* Bench will take damage, also). And check out the new JUNGLE Pikachu. If you can switch any JUNGLE Pikachu for the original Pikachu, go for it—even more Bench damage!



Energy (28)

- 12 Lightning
- 16 Psychic

Pokémon (21)

- 3 Magnemite
- 3 Abra
- 3 Gastly
- 2 Jynx
- 1 Mewtwo
- 4 Pikachu
- 2 Drowzee
- 2 Haunter
- 1 Kadabra

Trainers (11)

- 2 Bill
- 1 Defender
- 1 Potion
- 1 Super Potion
- 1 Computer Search
- 2 Gust of Wind
- 1 Professor Oak
- 2 Switch

Remove:

- 2 Psychic
- 1 Gastly
- 2 Jynx
- 1 Abra
- 1 Haunter
- 1 Bill

Add:

- 2 Lightning
- 2 Electrode (JUNGLE)
- 2 Voltorb
- 2 Defender

You now have:

Energy (28)

- 14 Lightning
- 14 Psychic

Pokémon (20)

- 2 Electrode (JUNGLE)
- 4 Pikachu
- 2 Abra
- 2 Gastly
- 1 Kadabra
- 3 Magnemite
- 2 Voltorb
- 2 Drowzee
- 1 Haunter
- 1 Mewtwo

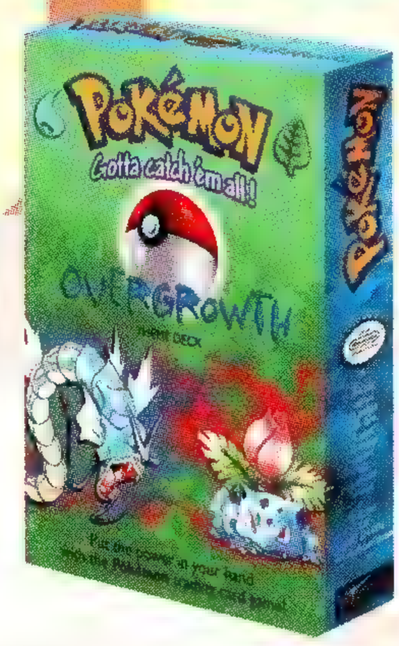
Trainers (12)

- 1 Bill
- 3 Defender
- 1 Potion
- 1 Super Potion
- 1 Computer Search
- 2 Gust of Wind
- 1 Professor Oak
- 2 Switch

Pokémon Gotta catch 'em all!

TRADING CARD GAME

Overgrowth



Use the Overgrowth deck to beat your opponent with highly evolved Grass and Water Pokémon. Every Basic Pokémon in this deck can evolve, and the more evolved they are, the stronger you are. Use Switch and Gust of Wind to keep the two Active Pokémon *you* want Active, and use Potion and Super Potion to keep your Pokémon alive until they've evolved fully.

Energy (28)

16 Grass ● 12 Water ●

Pokémon (23)

- 1 Beedrill
- 4 Bulbasaur
- 2 Ivysaur
- 2 Kakuna
- 4 Weedle
- 1 Gyarados
- 2 Magikarp
- 3 Starmie
- 4 Staryu

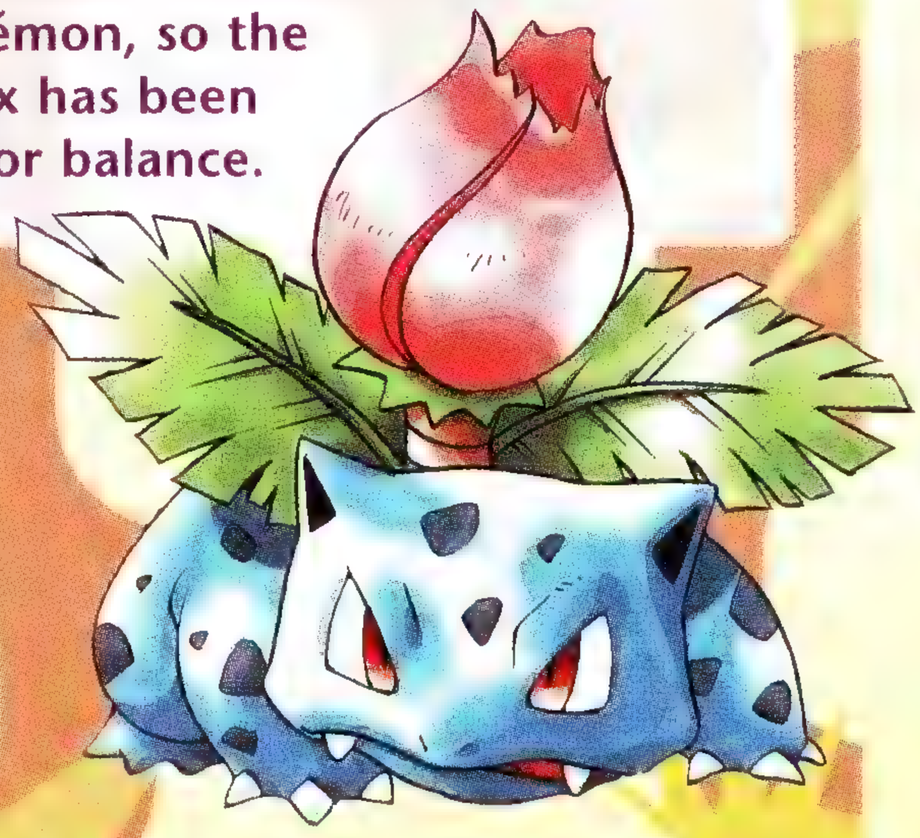
Trainers (9)

- 2 Bill
- 2 Gust of Wind
- 1 Potion
- 2 Super Potion
- 2 Switch

Overgrown Evolution



In keeping with the Evolution strategy, this enhanced version adds Venusaur (a Stage 2 Pokémon) and another Ivysaur and Gyarados (both Stage 1 Pokémon). It also adds a Pokémon Breeder, so you can play your stronger Pokémon more quickly. There are fewer Water Pokémon than Grass Pokémon, so the Energy mix has been changed for balance.



Remove:

- 2 Water ●
- 3 Starmie ●
- 3 Staryu ●

Add:

- 2 Grass ●
- 1 Ivysaur ●
- 1 Venusaur ●
- 1 Gyarados ●
- 2 Magikarp ●
- 1 Pokémon Breeder

You now have:

Energy (28)

18 Grass ● 10 Water ●

Pokémon (22)

- 1 Beedrill ●
- 4 Bulbasaur ●
- 3 Ivysaur ●
- 2 Kakuna ●
- 1 Venusaur ●
- 4 Weedle ●
- 2 Gyarados ●
- 4 Magikarp ●
- 1 Staryu ●

Trainers (10)

- 2 Bill
- 2 Gust of Wind
- 1 Pokémon Breeder
- 1 Potion
- 2 Super Potion
- 2 Switch

Harm Thy Neighbor



Most Grass Pokémon can Confuse, Poison, Paralyze, or Sleep their opponents, and some Water Pokémon in this deck have the same talents. To emphasize those talents, ditch Pokémon who just dish out damage, and add Pokémon with other delightfully harmful abilities. Because you won't want to Switch the enemy Pokémon as often (Switching Pokémon is one way to remove harmful effects), you'll also pull a Switch and add a Pokémon Trader to find the Pokémon you need, when you need it. You have fewer Water Pokémon, so you need less Water Energy; replace it with a Grass Energy.

Strip away the extra Magikarp, Staryu, and Bulbasaur; they don't meet your objectives here. That means each that remains must survive long enough to evolve: keep them safe (maybe even in your hand) until you know you can Evolve them into something more useful.





Energy (28)

- 16 Grass
- 12 Water

Pokémon (23)

- 1 Beedrill
- 2 Ivysaur
- 4 Weedle
- 2 Magikarp
- 4 Staryu
- 4 Bulbasaur
- 2 Kakuna
- 1 Gyarados
- 3 Starmie

Trainers (9)

- 2 Bill
- 1 Potion
- 2 Switch
- 2 Gust of Wind
- 2 Super Potion

Remove:

- 1 Water
- 1 Magikarp
- 1 Switch
- 2 Bulbasaur
- 1 Staryu

Add:

- 1 Grass
- 3 Koffing
- 1 Beedrill
- 1 Pokémon Trader

You now have:

Energy (28)

- 17 Grass
- 11 Water

Pokémon (23)

- 2 Beedrill
- 2 Ivysaur
- 3 Koffing
- 1 Gyarados
- 3 Starmie
- 2 Bulbasaur
- 2 Kakuna
- 4 Weedle
- 1 Magikarp
- 3 Staryu

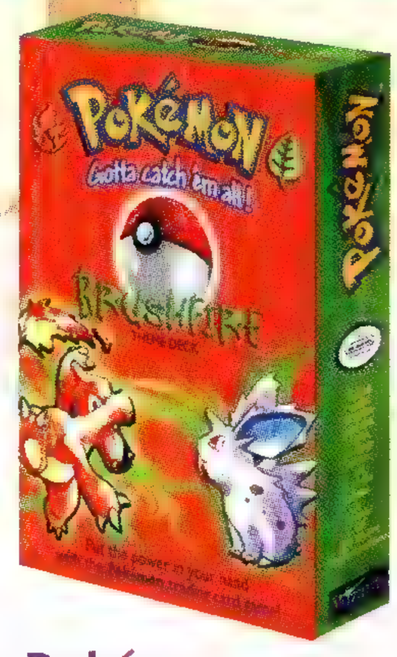
Trainers (9)

- 2 Bill
- 1 Pokémon Trader
- 2 Super Potion
- 2 Gust of Wind
- 1 Potion
- 1 Switch

Pokémon Gotta catch 'em all!

TRADING CARD GAME

Brushfire



Attack swiftly and fiercely with Fire and Grass Pokémon. Use the Brushfire deck to attack your opponent quickly with Pokémon that do a lot of damage. The Brushfire deck includes the cards to the right:

Energy (28)

18 Fire
10 Grass

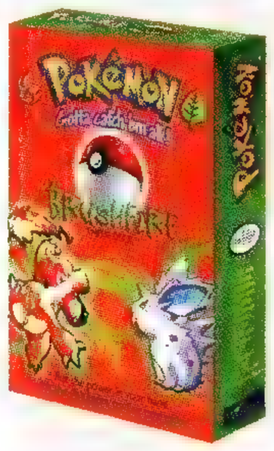
Pokémon (22)

- 1 Arcanine
- 2 Charmeleon
- 1 Ninetales
- 4 Nidoran ♂
- 4 Weedle
- 4 Charmander
- 2 Growlithe
- 2 Vulpix
- 2 Tangela

Trainers (10)

1 Energy Removal
1 Gust of Wind
1 PlusPower
1 Switch
2 Energy Retrieval
1 Lass
3 Potion

Blazing Brushfire



The enhanced deck adds Magmar, a Basic Pokémon that can do 50 damage, and Charizard, the king of Fire Pokémon. An extra PlusPower helps you do damage even more quickly, and an extra Gust of Wind makes it harder for your opponent to save Pokémon by retreating them.

Remove:

- 2 Vulpix
- 1 Ninetales

1 Energy Removal
1 Lass
1 Switch

Add:

- 1 Charizard
- 2 Magmar

1 Gust of Wind
1 PlusPower
1 Pokémon Trader

You now have:

Energy (28)

18 Fire
10 Grass

Pokémon (22)

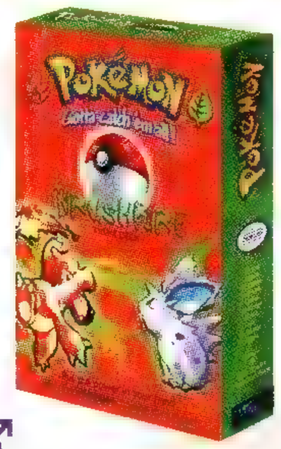
- 1 Arcanine
- 4 Charmander
- 2 Growlithe
- 4 Nidoran ♂
- 4 Weedle
- 1 Charizard
- 2 Charmeleon
- 2 Magmar
- 2 Tangela

Trainers (10)

2 Energy Retrieval
2 PlusPower
3 Potion
2 Gust of Wind
1 Pokémon Trader



Poisoned Brushfire



You can also tune this deck to take advantage of a Grass Evolution series that also dishes heavy hurt—Nidoran ♂, Nidorino, and (especially) Nidoking. Nidoking's Toxic attack does 40 the first turn, plus 20 *every* turn (not just during your turn) until the Defending Pokémon escapes or (more likely) is Knocked Out. Nidoking and Charizard combine for a frightening one-two punch. You drop Weedle and Tangela, but you won't miss them if you can keep your heavy-hitters on the firing line. Add a couple of Growlithe to ensure early damage and beef up the Vulpix–Ninetales series to be sure you get Ninetales into play. Pull Lass; it adds little to this strategy.

Energy (28)

- 18 Fire
- 10 Grass

Pokémon (22)

- 1 Arcanine
- 2 Charmeleon
- 1 Ninetales
- 4 Nidoran ♂
- 4 Weedle
- 4 Charmander
- 2 Growlithe
- 2 Vulpix
- 2 Tangela

Trainers (10)

- 1 Energy Removal
- 1 Gust of Wind
- 1 PlusPower
- 1 Switch
- 2 Energy Retrieval
- 1 Lass
- 3 Potion

Remove:

- 1 Charmander
- 2 Tangela
- 4 Weedle
- 1 Lass

Add:

- 1 Charizard
- 1 Ninetales
- 1 Nidoking
- 2 Growlithe
- 1 Vulpix
- 2 Nidorino

You now have:

Energy (28)

- 18 Fire
- 10 Grass

Pokémon (23)

- 1 Charizard
- 2 Charmeleon
- 1 Arcanine
- 2 Ninetales
- 1 Nidoking
- 3 Charmander
- 4 Growlithe
- 3 Vulpix
- 4 Nidoran ♂
- 2 Nidorino

Trainers (9)

- 1 Energy Removal
- 1 Gust of Wind
- 3 Potion
- 2 Energy Retrieval
- 1 PlusPower
- 1 Switch



Pokémon Gotta catch 'em all!™

TRADING CARD GAME

Blackout



This deck allows you to use Fighting and Water Pokémon to eliminate your opponents' Energy cards, leaving their Pokémon helpless. Then, you can defeat them with your own Pokémon.

Energy (28)

16 Fighting ● 12 Water ●

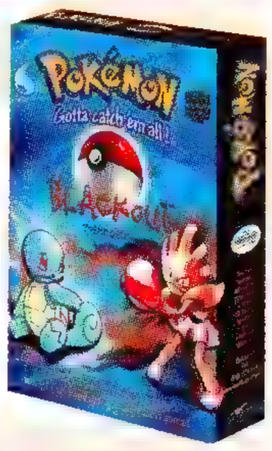
Pokémon (24)

- 1 Hitmonchan
- 4 Machop
- 3 Sandshrew
- 3 Staryu
- 2 Farfetch'd
- 2 Machoke
- 3 Onix
- 4 Squirtle
- 2 Wartortle

Trainers (8)

4 Energy Removal
1 PlusPower
1 Super Energy Removal
1 Gust of Wind
1 Professor Oak

Blacked Out



Adding several more evolved Pokémon (Starmie and Blastoise) makes the deck's Pokémon mix even more powerful. Farfetch'd is good, but Dratini and Dragonair are better: adding Dragonair and another Super Energy Removal enhances the Energy-card destruction strategy. With a few more Water Pokémon, you'll have to even out the Energy cards.

Remove:

2 Fighting ●
3 Onix ●
1 Gust of Wind
1 Sandshrew ●
2 Farfetch'd
1 PlusPower

Add:

2 Water ●
1 Blastoise ●
1 Dragonair
2 Starmie ●
3 Dratini
1 Super Energy Removal

You now have:

Energy (28)

14 Fighting ● 14 Water ●

Pokémon (25)

- 1 Hitmonchan
- 4 Machop
- 1 Blastoise
- 2 Starmie
- 2 Wartortle
- 1 Dragonair
- 2 Machoke
- 2 Sandshrew
- 4 Squirtle
- 3 Staryu
- 3 Dratini

Trainers (7)

4 Energy Removal
2 Super Energy Removal
1 Professor Oak

Night Train



What happens when you combine a speeding locomotive with a blackout? You've got a fast, efficient machine for delivering damage and draining Energy. This tune-up adds Seel and Dewgong (more for Dewgong's Aurora Beam than its Ice Beam). It doubles the Hitmonchan force, and adds a Machamp for good measure. To keep your favorite Pokémon on their feet (and to ensure that early stages reach full maturity), add a couple of Defenders. With a couple more Water Pokémon, you should adjust the Energy levels, as well.



Energy (28)

16 Fighting ● 12 Water ●

Pokémon (24)

- 1 Hitmonchan ●
- 4 Machop ●
- 3 Sandshrew ●
- 3 Staryu ●
- 2 Farfetch'd ●
- 2 Machoke ●
- 3 Onix ●
- 4 Squirtle ●
- 2 Wartortle ●

Trainers (8)

4 Energy Removal
1 PlusPower
1 Super Energy Removal
1 Gust of Wind
1 Professor Oak

Remove:

- 2 Fighting ●
- 3 Sandshrew ●
- 2 Farfetch'd ●
- 1 Onix ●
- 2 Squirtle ●

Add:

- 2 Water ●
- 1 Hitmonchan ●
- 2 Dewgong ●
- 2 Machoke ●
- 1 Machamp ●
- 2 Seel ●

You now have:

Energy (28)

14 Fighting ● 14 Water ●

Pokémon (24)

- 2 Hitmonchan ●
- 4 Machop ●
- 2 Onix ●
- 2 Seel ●
- 3 Staryu ●
- 4 Machoke ●
- 1 Machamp ●
- 2 Dewgong ●
- 2 Squirtle ●
- 2 Wartortle ●

Trainers (8)

4 Energy Removal
1 PlusPower
1 Super Energy Removal
1 Gust of Wind
1 Professor Oak

Pokémon
Gotta catch 'em all!

TRADING CARD GAME

Building the Killer Deck

Deckbuilding is taking all the cards you own and designing a 60-card deck no one's ever seen before. The deck you create is *yours*. You get to name it and show it off—and, if you've done a good job, you'll win more games with it.

Count your Energy cards before anything else. If you don't have at least 10 of a particular Energy card, set them aside (along with the Pokémon of that type) until you've collected enough of that Energy to help power a deck.



Next, look at the Pokémon you *can* use and organize them by Energy type. Find your best cards and try to build a deck based on them. If you have a lot of Poison Pokémon (for example, Weedle or Koffing) or Paralyze Pokémon (for example, Squirtle or Caterpie), you might use those strengths to shape your deck and strategy.



Card Frequency

The four card types are Energy, Basic Pokémon, Evolution, and Trainer. The first question most players ask when they begin building their decks is, "How many of each type do I put in?" The answer depends on the strategy you want to use. But before you develop that strategy, it helps to understand the best way to use each type of card.

Energy Cards



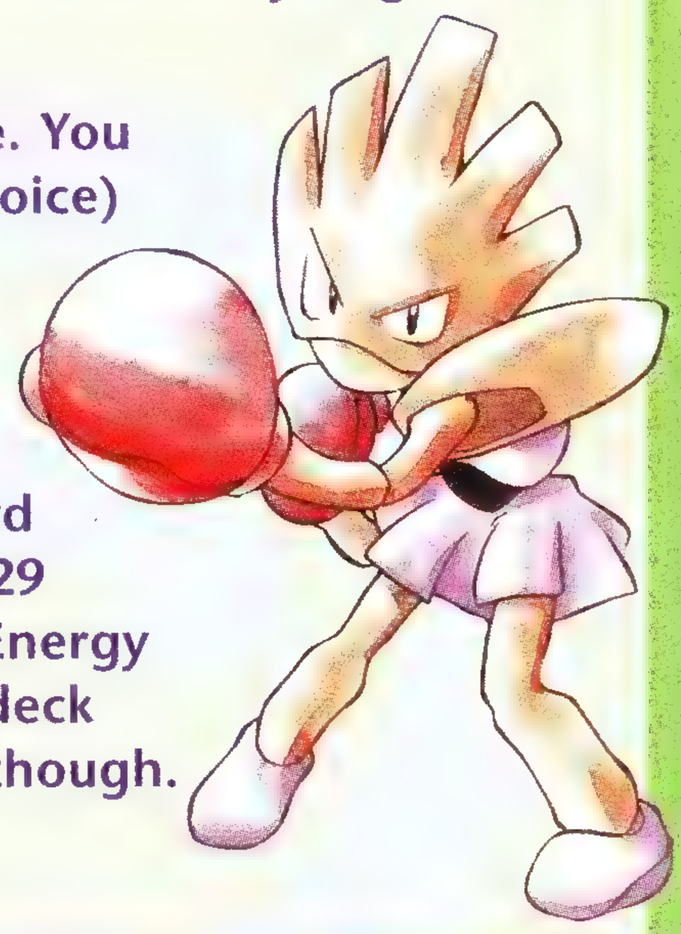
If you're not building a deck around a specific Pokémon or two, your first decision is usually which type of Energy to choose. A deck with two Energy types (plus a few Colorless Pokémon to cover Weaknesses) can be very strong. Picking types that work well together, such as Water and Grass, gives you a better deck.

An average deck contains 25 to 30 Energy cards, depending on how many Energy Retrieval Trainers you have and how much Energy your Pokémon need to attack.

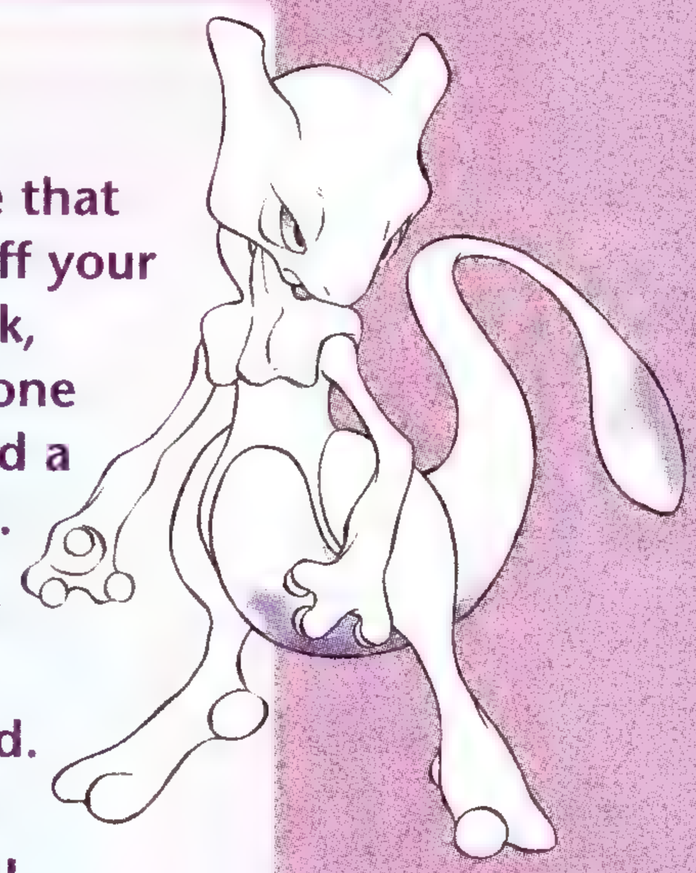
Avoid an Energy Crisis

Cutting back too far on Energy is a big risk. Although fewer Energy cards means more room for cool Pokémon and Trainers, if you cut back too far, you won't draw enough Energy for those Pokémon to use their attacks. If that happens, even those extra Trainers won't save you. You could compensate by using attacks that don't use much Energy, but you can get in trouble if they don't do enough damage. After all, it doesn't help you to attack if you can't Knock Out your opponent before you get Knocked Out yourself.

A better solution is to include an Energy Retrieval or three. You must discard two cards (Energy Retrieval, plus one of your choice) for two Energy, but you usually have at least one card you don't really need (such as that fourth Pikachu). Energy Retrieval also frees up space in your deck. Suppose you decided to put 28 Energy cards in your deck (about average) before adding Energy Retrieval. If you replace one Energy card with a Retrieval, you increase your deck to the equivalent of 29 Energy— more than you think it needs. So take out another Energy card, replace it with a Pokémon or Trainer, and presto: your deck gains a cool card. Don't include too many Energy Retrievals, though. They're useless if you can't draw Energy in the first place!



Basic Pokémon and Evolution Cards



Take advantage of your most powerful Pokémon, rather than those that look cool but do little. That Mewtwo might be great for showing off your huge stash of holographic cards, but if it doesn't enhance your deck, you're better off with a more common card. Decks usually include one or two Evolution series (Machop and Charmander, for example) and a couple of Pokémon that don't evolve (such as Jynx or Hitmonchan).



Make sure you balance your Basic Pokémon and their Evolution cards. A deck with only one or two Basic Pokémon and three of its evolved form wastes a card. Think about it: you can use only as many Evolution cards as you have Basic Pokémon cards. In fact, you probably need fewer Evolution cards, because a Basic Pokémon might be Knocked Out before it can evolve.

With four Basic Pokémon and two Stage 1 cards, two of your Basic Pokémon can get Knocked Out and you'll still have enough Basic Pokémon for your Stage 1 cards. (Exceptions are decks that include Trainers, such as Scoop Up and Devolution Spray. If you discard an Evolution card but keep the Basic Pokémon, you might want more Evolution cards than Basic Pokémon cards.) An average deck contains 13 to 22 Pokémon. A good ratio is three Energy for every two Pokémon.

Trainers



Trainers are perhaps the hardest cards to choose. Many offer great benefits, but only if you use them at just the right time. We don't have room to list all the ways each Trainer might come in handy, but we do offer this advice: After you play a game, especially one you just barely lost, look over the Trainers (the ones you own, or the list in this book). Think about which Trainers could have made an important difference in your game, and whether the same situation is likely to come up again. If so, consider adding that Trainer to your deck.

Even though every Trainer has a use, it's hard to win with 30 Trainers in your deck. Thus, if you add a Trainer to your deck, try to find another Trainer to pull from it, rather than a Pokémon or an Energy card.

An average deck contains 8 to 12 Trainers. Your deck can always use more, so once you've decided how many Pokémon and Energy cards you need, fill out the rest of your deck with the most useful Trainers you can.

Themes

Look at any custom-created deck and you'll notice it has a focus—a strategy based on the strengths and weaknesses of its Pokémon.

Most decks are created from a handful of basic themes, such as Big Evolution (you develop your evolving Pokémon and overpower your opponent), Speed (using fast punching tactics to Knock Out Pokémon before your opponent has a chance to develop a strategy), Stall (empties your opponent's draw deck), or Energy Drain (takes away your opponent's Energy).

The deck you build depends on the cards you have and the strategy you want to use. What follows are some possible themes.



Big Evolution

Big Evolution is one of the more obvious deck themes: put a couple of Evolution series in your deck, build them up as quickly as you can, and then attack relentlessly with them. The more punch in the Pokémon Evolutions' attacks, the better.

Squirtle/Wartortle/Blastoise, Charmander/Charmeleon/Charizard, and Machop/Machoke/Machamp (just to name a few) are all obvious series for a Big Evolution deck. Or, if you'd prefer, pick two for a two-type punch. (Remember, your deck can be anything you want it to be!)

Be sure you protect your Pokémon as they evolve. A few strong Basic Pokémon are always a good idea with a Big Evolution deck. The base set includes several, and *Jungle* adds to the possibilities—Snorlax, Rhyhorn, and Kangaskhan, to name just three.

Big Evolution Trainers include all the cards that let you pick extra cards from your deck (to get your heavy-hitters into play as soon as possible), plus Pokémon Breeder (jumps to Stage 2 immediately). Healing Trainers (such as Potion) can keep weaker Basic Pokémon alive until they evolve and get stronger.

Be sure to pack enough Energy. Several of the Big Evolution cards (for example, most Stage 1 and Stage 2 Fire Pokémon) burn your Energy cards just as quickly as they burn your opponent. Three Energy to two Pokémon is a good ratio normally, but add a couple more Energy (or Energy Retrieval) to your deck for the big spenders.

Speed

A Speed deck doesn't waste time evolving. It puts fast-hitters on the line as quickly as possible, and Knocks Out your opponent's Pokémon before they have a chance to get dangerous. A handful of fast Basic Pokémon means you don't have to worry about evolving. (On the other hand, you might want a few Stage 1 or Stage 2 Pokémon to finish off the game, in case your opponent finally builds up a strong attack.)

Unfortunately, the fastest Pokémon often are the ones with the fewest Hit Points. Potion, Super Potion, Defender, and Scoop Up all help protect your Pokémon. Energy Removal strips powerful enemy Pokémon to keep them from attacking. If you can Knock Out a Pokémon in one or two turns, Pokémon Flute puts it back on your opponent's Bench to be Knocked Out again.

You might dip under the standard three Energy to two Pokémon ratio with a Speed deck. You don't need extra Pokémon (you've lost if you lose six, anyway), and you don't need as much Energy to power fast Pokémon as you do for Stage 2 Energy-hogs like Charizard and Blastoise.

Fewer Energy cards and Pokémon means more Trainers. You needn't go for extreme decks (we haven't seen a deck win yet that had 10 Pokémon, 15 Energy, and 35 Trainers), but push the standards a little with a Speed deck and see what works for you.

Haymaker

Haymaker, Big Evolution, and Speed decks all focus on overwhelming your opponent and winning with six Knock Outs. Speed decks go for quick Knock Outs—before your opponent can develop a strategy—and Big Evolution decks hold off until they have a virtually undefeatable attacker.





Haymaker decks fall between these two. They include a few fast Pokémon to start the attack, but replace the fast attackers with an efficient Pokémon as soon as the player gets one powered up and ready to go.

Efficient Basic Pokémon are best for a Haymaker deck. For example, Hitmonchan, Magmar, Electabuzz, and Jynx are all good Pokémon to build a Haymaker deck around. Some Stage 1 Pokémon are good for a Haymaker deck, as well—for example, Charmeleon, Nidorino, and Wartortle—but you can't play a Stage 1 Pokémon until you first draw its Basic Pokémon, and that can cost valuable time.



Don't short yourself on Energy cards in a Haymaker deck, but don't go overboard, either. Remember, you're picking Pokémon that don't need a lot of Energy to attack.

Trainers that focus on attack, defense, and recovery (for example, PlusPower, Defender, and Energy Retrieval) are your best bets with a Haymaker deck. You'll rarely seek a specific card (because you should have plenty of efficient Pokémon and the available Energy to power them), so deck-searching cards are less valuable.

Stall



Build a Stall deck around the Pokémon and Trainers that keep your opponent from attacking. A game lasts about 40 turns; if you can avoid losing until your opponent's draw deck is empty and your adversary can't draw a card when it's needed, you win. This is a tough deck to build well, and a tough way to win.



One great Stall deck includes Alakazam and Trainers such as Super Potion and Pokémon Center. Put Alakazam on your Bench so it can spread damage around. Add a few high–Hit Point Pokémon (such as Onix and Lickitung) to absorb lots of damage; then when all your Pokémon are close to being Knocked Out, play a Pokémon Center to remove all that damage.

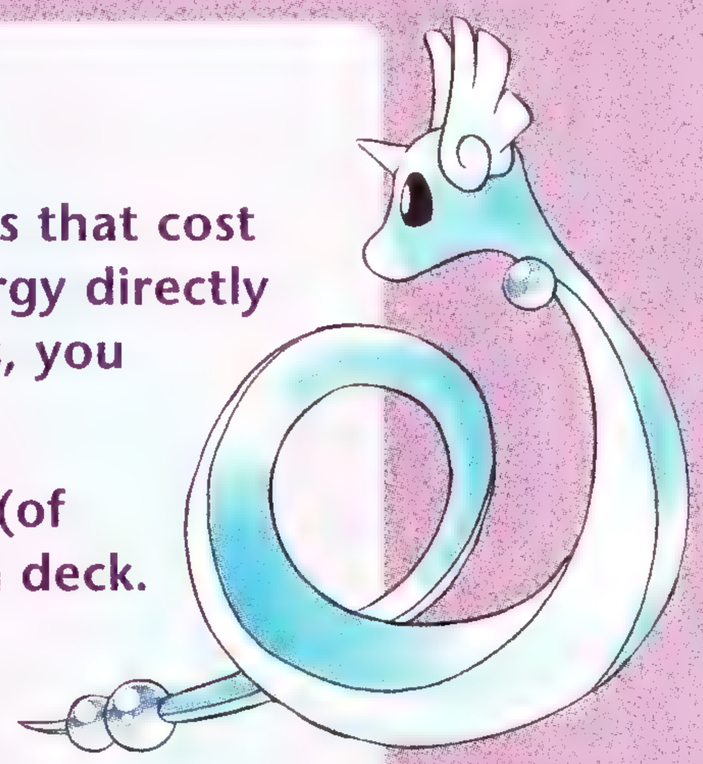
Several Pokémon can reduce damage (for example, Cubone), prevent damage (Chansey), or even prevent attacks (Poliwhirl). It might take your opponent 10 or 15 turns to Knock Out just one of your Pokémon: at that rate, you're well on your way to a Stall victory.

Of course, *you're* drawing a card every turn, also. Add Maintenance (and maybe even Lass) to get cards back into your deck so it will last longer.



Remember, with a Stall deck, you're not trying for Knock Outs. Don't worry if you're behind by two or three, or even four, Knock Outs. Your opponent can be ahead five Knock Outs to none, and still lose if there's no card to draw at the beginning of a turn.

Energy Drain



Build an Energy Drain deck around the Pokémon and Trainers that cost your opponent Energy. The only two Pokémon that cost Energy directly are Dragonair and Poliwrath. (Because Dragonair is Colorless, you can build a Water deck that supports them both.)

Trainers that drain Energy include both Energy Removals (of course), so always include a few of them in any Energy Drain deck.

Other ways exist to make your opponent spend Energy, however. One of the best tactics is to force frequent retreats with Poison and Confusion attacks. (They'll retreat to heal, and each retreat costs Energy.) Only Grass Pokémon can Poison, but a few non-Grass Pokémon can Confuse. Unfortunately, Water Pokémon can only Paralyze, so a mono-type Water deck won't force many retreats. Your best bet to force a lot of Energy discards might be a Water/Grass deck—Water, to include Poliwrath, and Grass, for Poison and Confusion.



Draining your opponents' Energy keeps them from winning, but it doesn't give *you* the win. When you build an Energy Drain deck, decide what you must do to win, and make sure you've got the cards to do it. You can Stall until your opponent runs out of cards to draw (see "Stall"), or you can go for six Knock Outs yourself (see "Big Evolution," "Speed," and "Haymaker").

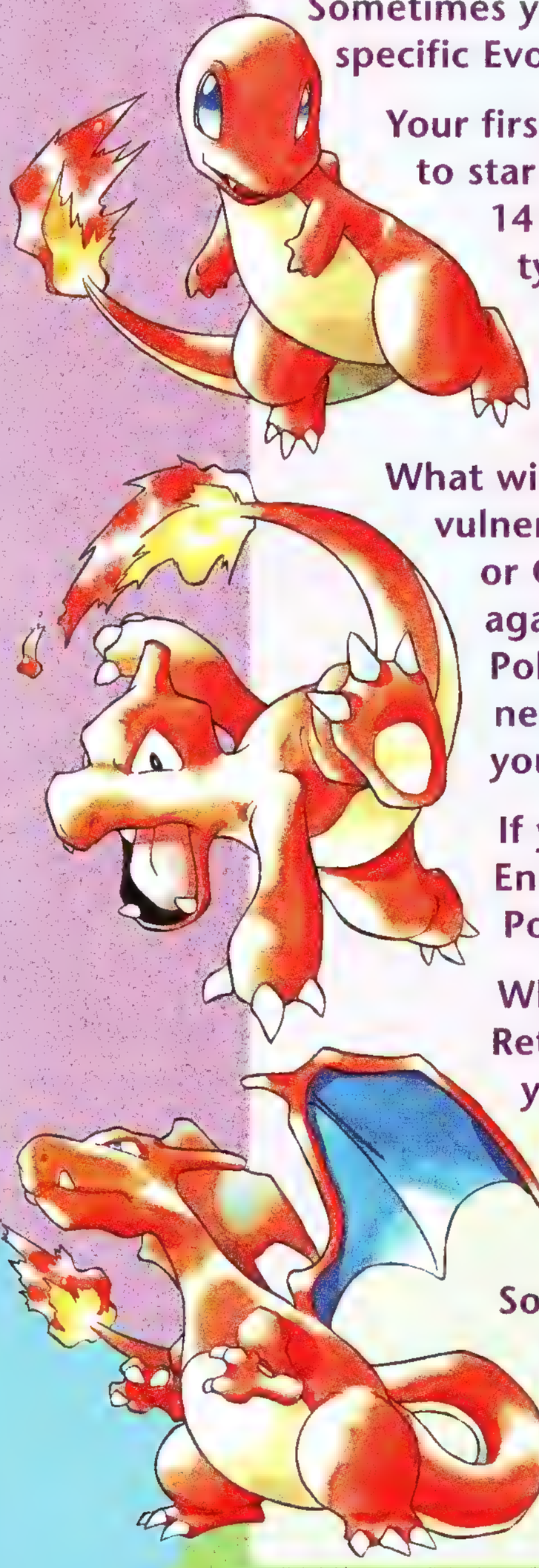
Disruption

Stall and Energy Drain are two kinds of Disruption decks: you want to keep your opponent off-balance. In fact, just about any good deck includes some Disruption cards. Any special attacks (Sleep, Confusion, Paralysis, and Poison) are disruptions. And Knocking Out a Pokémon can be the *worst* disruption! Switch, Gust of Wind, Imposter Professor Oak, and Pokémon Flute are good Disruption Trainers.

As with Energy Drain decks, be sure you have a plan for *winning*. Only a Stall deck plans to win with nothing but disruptions, and that's a tough win to get.



Pokémon Stars



Sometimes you'll want to build a deck around a specific Pokémon, or specific Evolution series. That's a fine way to build a deck.

Your first decision (obviously), is which Pokémon or series you want to star in your new deck. What type is it? Unless it's Colorless, add 14 Energy cards to support it (28, if you're designing a mono-type deck).

And what is its Weakness (if it has one)? If your deck will star Charmander, Charmeleon, and Charizard, for example, remember they're weak against Water Pokémon. What will you do against a Water deck? Water Pokémon are vulnerable to Lightning and Grass. You might add a few Lightning or Grass Pokémon you can concentrate on if you come up against a Water deck. Alternatively, add a few Colorless Pokémon—they won't attack a Water deck's weakness, but neither will they require that you split the Energy cards in your new deck.

If you add new type Pokémon to your deck, add at least 10 Energy cards of that type (three or so for every two Pokémon).

What are your stars' other vulnerabilities? If they have high Retreat Costs, add more Energy, or a few Switch Trainers. If you'll need specific cards to support them, add card-drawing Trainers. If they have lower-than-average Hit Points, add Trainers such as Potion, Super Potion, Defender, and Pokémon Center.

Sometimes other Pokémon can help your star Pokémon: Dodrio reduces Retreat Costs, Alakazam spreads damage around, Nidoking adds damage to Nidoqueen's attack, and so on.



Energy

As you choose a theme for your deck, you also must choose the kind of Energy that will power your Pokémon. It's a good idea to limit your Energy types to one or two. More than that, and you can wind up with an unbalanced deck—too many Energy cards and not enough Basic Pokémon, or a hand loaded with one type of Pokémon and another type of Energy.

Remember, a deck can have only 60 cards. Here are a few notes to help you as you decide which Energy (or Energies) to build on.

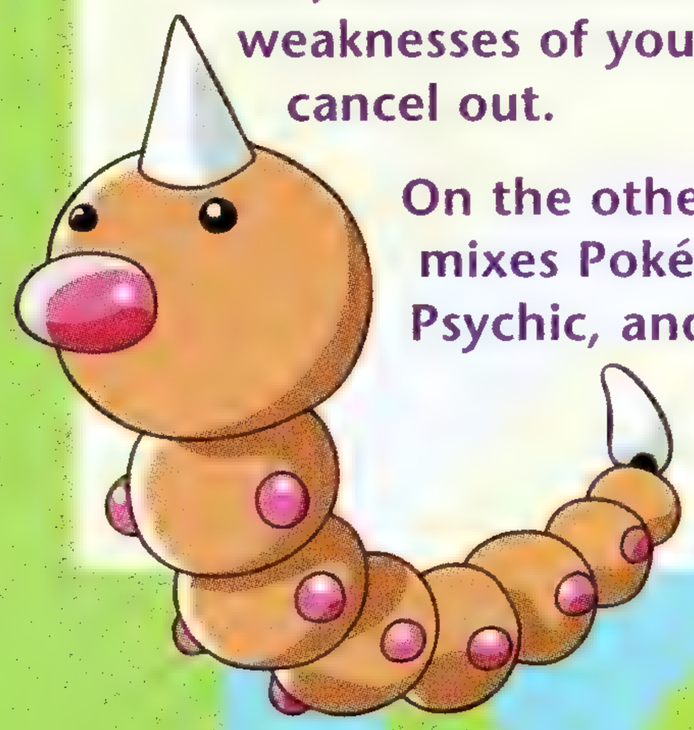
Grass

Only Grass Pokémon can Poison: if you're not playing a Grass deck, you can't Poison anyone, and Poison is one of the strongest effects in the game.



Grass Pokémon strike with more of the other non-damage attacks than any other Pokémon type. If you're playing a Grass deck, prepare to Confuse and Paralyze, as well as Poison. (If you play *against* a Grass deck, pack plenty of things to cure you—Full Heal, Scoop Up, and Switch Trainers are all useful.)

Most Grass Pokémon are vulnerable to Fire. If you build a combo Grass deck, consider making the other Energy Water (like the Overgrowth theme deck). Because all Fire Pokémon are vulnerable to Water, the weaknesses of your Grass/Water deck against a Fire deck tend to cancel out.



On the other hand, you can build a mono-type Grass deck that mixes Pokémon with Weakness to Fire and to Psychic, and then concentrate on your strong Pokémon against a Fire or Psychic deck.



Fire

If your deck has many Fire Pokémon, be sure you have lots of Fire Energy cards. (Unfortunately, they use up space you could fill with other valuable Pokémon and Trainers.)

Fire Pokémon are *all* vulnerable to Water. The combo that strikes at Water Pokémon's weakness is Fire/Lightning (or Fire/Grass, found in the Brushfire theme deck).



Vulpix is the only Fire Pokémon with a non-damage attack. If your deck is a Fire deck, prepare to pile on the damage as quickly as possible, because you're unlikely to hurt your opponent any other way—you'll have no Paralyze, Sleep, etc.



Fire Pokémon average at least 10 more Hit Points than other Pokémon. Of course, you aren't fighting with "average" Pokémon; you're fighting with specific Pokémon in your deck. However, you can rely on a Fire deck to take more raw damage than any other deck.

Water



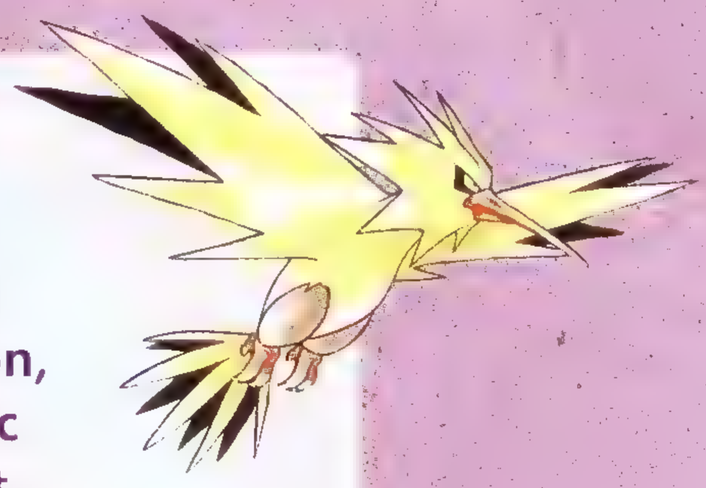
Most Water Pokémon are vulnerable to Lightning; those that aren't are vulnerable to Grass. The combo that strikes back at Lightning Pokémon's weakness is Water/Fighting, which you'll find in the Blackout theme deck. Water/Fire strikes back at Grass's weakness.



Blastoise, Poliwag, and Poliwrath (and Vaporeon, in the *Jungle* expansion) have the only attacks where additional Energy means additional damage. An extra one or two Water Energy pounds out an extra 10 or 20 damage. That's particularly nice for Poliwag: you probably want Poliwag to evolve into Poliwrath, and that extra Energy won't be wasted *after* the Evolution.



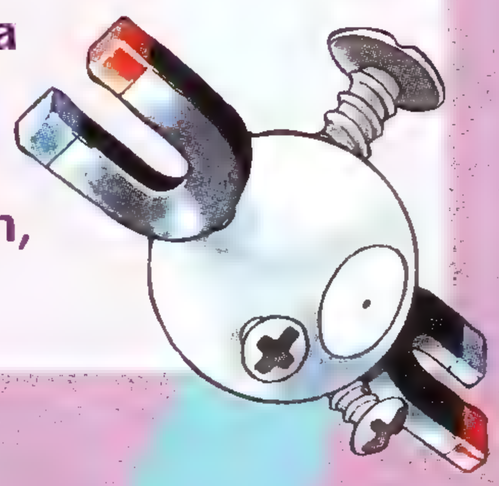
Lightning



Use Lightning with caution, and with other Energy types that beef up its weaknesses. Because nearly all Lightning Pokémon are vulnerable to Fighting Pokémon, think about combo decks with Grass and Psychic (such as the Zap! theme deck) that strike at Fighting's weaknesses.



With all the self-inflicted damage a Lightning or Lightning combo deck will take, it's probably a good idea to bulk up on Defender, Potion, and other restorative Trainers.



Psychic



A Psychic deck is an interesting creation. It has no weakness (except to another Psychic deck), but it has a real *vulnerability*—low Hit Points.



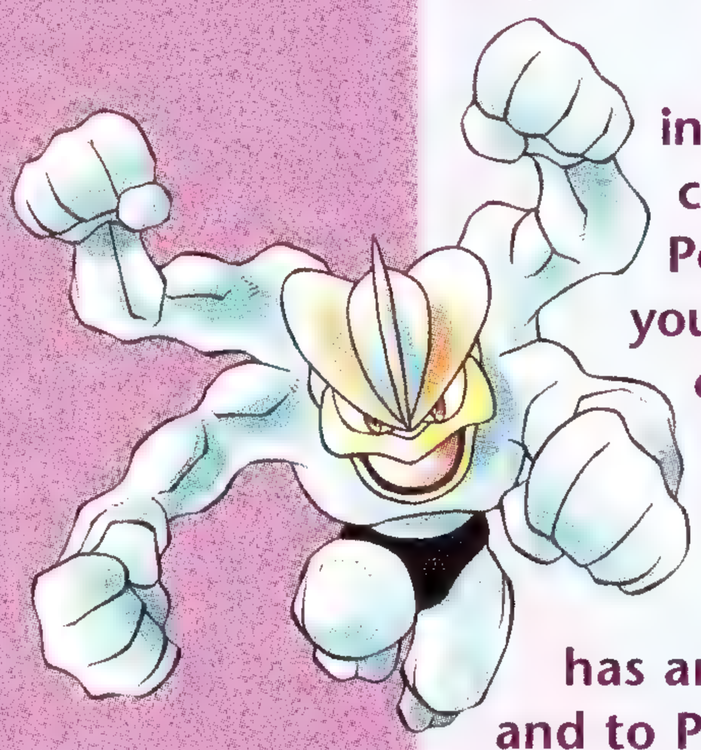
No obvious good or bad choices exist for combo decks, because Psychic Pokémon neither need protection from their weaknesses nor provide much protection for other Pokémon types. Some Grass and Fighting Pokémon have Psychic weaknesses, so consider combining Psychic with Energies that need protection from Grass/Fighting and sometimes Water; or from Fighting/Lightning, and sometimes Colorless.





Fighting

All Fighting Pokémon are vulnerable to Grass or Psychic. You can build a combo deck using just those Pokémon with weakness to one or the other, and then protect that weakness, or you can build a "combined" mono-type deck.

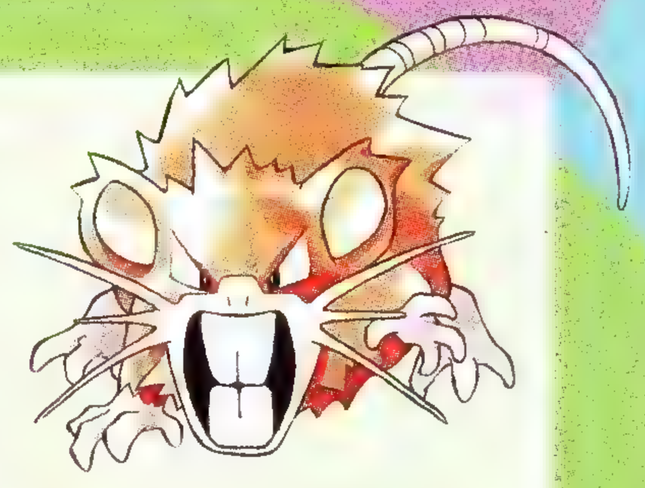


If the only Fighting Pokémon you include in your deck are vulnerable to Grass, it's a good idea to combine those Pokémon with Fire Pokémon (because most Grass Pokémon are vulnerable to Fire). If the only Fighting Pokémon you include in your deck are vulnerable to Psychic, then combine those Pokémon with several Gastly and Haunter (because unlike other Psychic Pokémon, they aren't weak to Psychic).

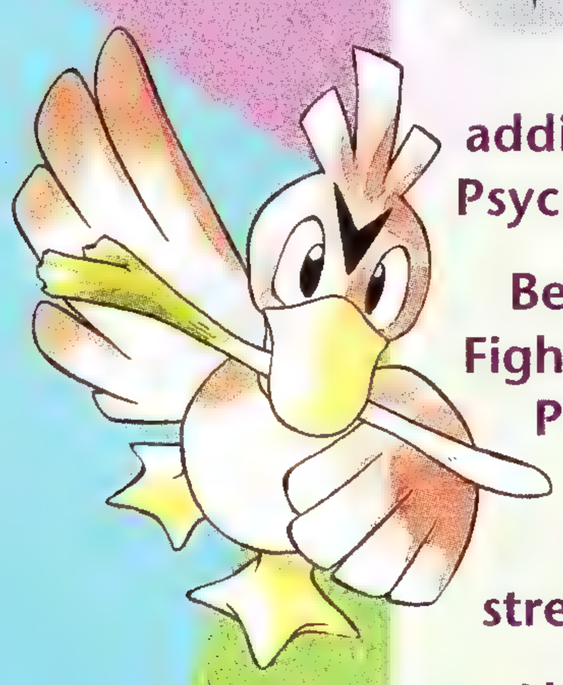


A "combined" mono-type Fighting deck has an equal mix of Pokémon vulnerable to Grass and to Psychic. Against a Grass (or Grass combo) deck, concentrate on the Pokémon that are vulnerable to Psychic. Against a Psychic (or Psychic combo) deck, concentrate on those Pokémon vulnerable to Grass.

Colorless



All Colorless Pokémon have Resistance to either Fighting or Psychic attacks. That makes some of the Colorless Pokémon good additions to decks with a weakness to Fighting and Psychic. That is, Lightning, Fighting, and Grass decks.



Because of this mixed Resistance, a mono-type deck comprised equally of Fighting-resistant and Psychic-resistant Colorless Pokémon might be worth trying. Unfortunately, you can include only four Double Colorless Energy in a deck, so you can't beef it up much with double-strength Energy cards.



Although a Colorless deck is possible, Colorless Pokémon appear far more often as "guest stars" in other decks. Again, Colorless Pokémon can use any Energy card available, so they're at home in any deck.

Sleep, Confusion, Paralysis, and Poison

It's possible to build Sleep, Confusion, Paralysis, or Poison decks. It's unlikely, but a few Pokémon with these attacks can add a great deal to your deck. Consider the following pros and cons for each effect.

General

– Most of these kinds of attacks require a coin flip, so they work only half the time. Good luck or bad luck play an important role in whether a deck based on these attacks wins.

\+ Evolving or retreating is the only sure way to get rid of any of these effects (along with a few Trainers, like Full Heal or Switch) immediately. When you use one of these attacks, you might force your opponent to evolve a Pokémon early, just to get rid of the effect. (That can help you out, if there's not yet enough Energy on your adversary's Pokémon.) Or your opponent might spend one to three Energy to retreat the Defending Pokémon. That gives you an advantage, too: it always helps when your opponent has to ditch Energy.

\+/– Normal retreat isn't even an option for Sleeping or Paralyzed Pokémon (although cards such as Switch can do the trick). However, Paralysis disappears after your next turn, and Sleep is unlikely to last longer than that.

\+ These effects can be even better toward the end of the game, when you're up against heavy-hitting Stage 2 Pokémon. A Stage 2 Pokémon can't evolve any further, and nearly all Stage 2 Pokémon take two or three Energy to retreat.

Sleep

– Even if a Sleep attack succeeds (some require a coin flip), there's a 50/50 chance the Defending Pokémon will wake up immediately after it falls Asleep, without having suffered your attack.

– In particular, Haunter's Dream Eater attack has only a 1 in 4 chance of working. The Defending Pokémon must stay Asleep through two coin flips before Haunter can attack with Dream Eater.

\+/– That doesn't mean Sleep attacks are useless; they're just not as useful as other attacks, in general. Don't rely on Sleep-attack Pokémon when building your deck.

Confusion

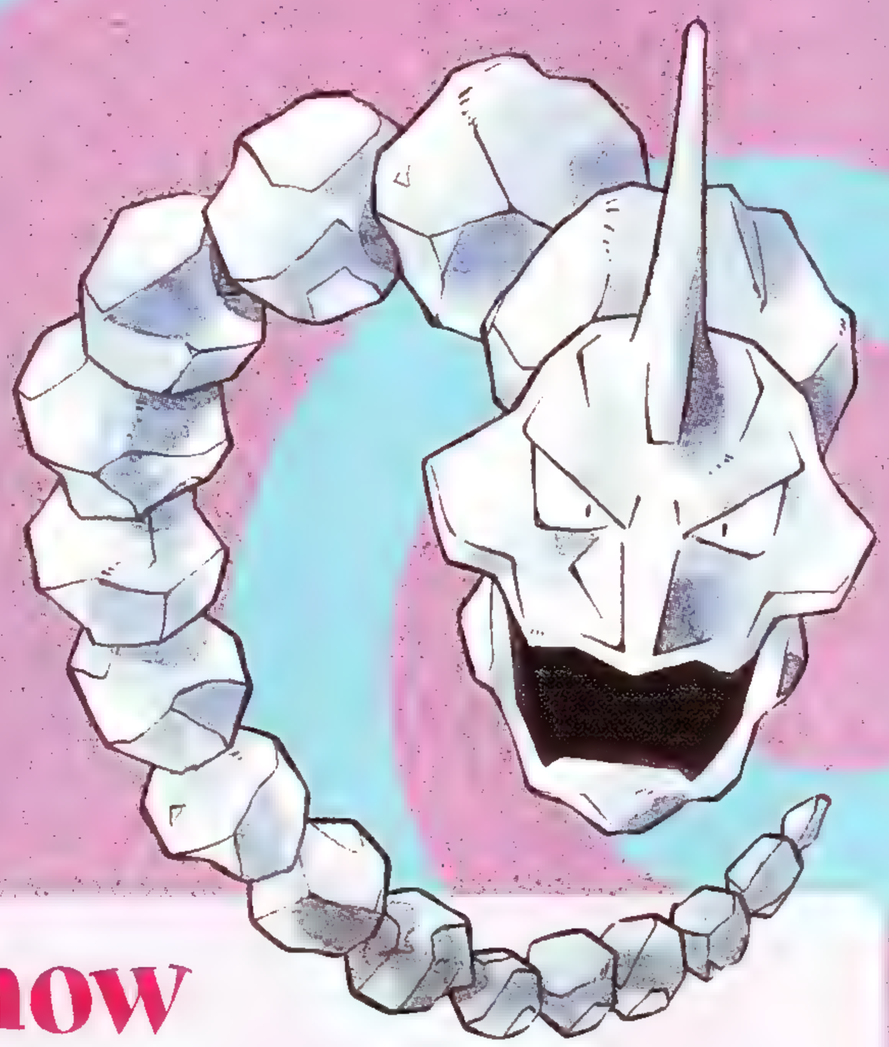
- − Confusion works only half the time (although for Koffing, if Confusion doesn't work, the Defending Pokémon gets Poisoned automatically, instead).
- + It costs a Confused Pokémon Energy cards just to *attempt* to retreat; if the first few tries fail, the Pokémon might have to sit without Energy while you pound on it.
- + Similarly, a Confused Pokémon who tries to attack has a 50/50 chance of inflicting another 20 damage on itself.

Paralyze

- − Paralyze always requires a coin flip to succeed.
- − Paralyze automatically goes away at the end of the Defending Pokémon's next turn, so to keep the Defending Pokémon Paralyzed, you must keep assaulting with a Paralyze attack. (You can't Paralyze a Pokémon and then replace your Active Pokémon with another one to hammer the Paralyzed Pokémon.)
- + However, most Paralyzing Pokémon can continue dishing out damage (from 10 to 40, depending on the Pokémon) while trying to maintain Paralysis.
- − No Evolution series keeps its Paralyze powers. You can't evolve an Active Pokémon *and* keep its Paralyze attacks going. That makes it harder to build a Paralyze deck.

Poison

- + Sometimes, Poison attacks don't require coin flips. They succeed automatically.
- + Poison gives the equivalent of 20 additional damage every time you have a chance to attack (10 at the end of your turn and 10 at the end of your opponent's turn). Nidoking's Poison does *twice* that much damage.
- + Poison Pokémon are good additions to Energy Drain and Stall decks. Almost every time your opponent retreats a Poisoned Pokémon, he or she must discard more Energy cards.
- − Poison is the only special effect that doesn't interfere with normal retreats. Retreating a Poisoned Pokémon, however, usually costs Energy you hate to lose.



Know Your Weaknesses

Think about your deck's weaknesses and vulnerabilities when you put it together. Try to find an answer for each. For example, if you're building a deck with Grass Pokémon, include Water Pokémon to deal with Fire decks that can scorch your Grass Pokémon. *Don't* try a "rainbow" deck that includes every Color to beat any type that may come up. The odds that you'll have the right Energy at the right time get smaller with every type you add.

Testing

Be sure to playtest your deck. The best decks are those that have been tweaked and fine-tuned over many games. Don't try to keep your big strategy a secret. Surprise can be an advantage, but decks with no playtesting often have fatal flaws.

And be sure you know every card in your deck. For example, if you know only two Pokémon remain of the 20 you put in your deck, you can adjust your strategy to cover the shortfall.





Advanced Playing Strategies

Against a weak deck or a less-experienced opponent, a player with a decent deck can win consistently by taking control of the board and quickly racing to victory. However, in a match between equal competitors and equally good decks, it's often a matter of luck to see who gets the better draws. Here are a few tips from master Pokémon trainers. The following strategies and other advice will help to make you a better trainer and your Pokémon become champions.



Retreating

At the beginning of a game, send out a Pokémon with a low Retreat Cost to get a feel for how your opponent is going to play.

For example, say you have Gastly, Jynx, and Mewtwo (all Basic Pokémon), and you're sitting across from your opponent for the first time. Send out Gastly: it has no Retreat Cost. Bring it back in a hurry if things get too hot, though. The great thing about Gastly is that you can retreat it without hurting your game. The same can't be said for Jynx and Mewtwo, with their high Retreat Costs (2 and 3 Energy, respectively). Sure, you could use Switch to do the same thing, but you should save it for a crucial moment later in the game.

Another good reason to retreat is if your Active Pokémon has been Poisoned or is suffering from some other obnoxious attack, but is otherwise healthy. In this case, retreat it and bring out another Pokémon, then retreat the new one, bringing the original back. This restores your Pokémon back to normal, which is sometimes worth the price (in Energy) you have to pay for both retreats.



Energy Retrieval can help in this situation, but only slowly, because you have to reattach that Energy. For a free retreat, either use Switch or stuff your deck with Pokémon that have Retreat Costs of 0. These Pokémon are especially useful at the beginning of the game, when you and your opponent choose which Pokémon start on the table (see the Gastly example, above).



Use Bill

Bill cards are great for maintaining pressure on your opponent. The "draw 2 cards" power of this Trainer is a definite plus, but use it with care. Bill cards are best used early, depending on the status of your deck. Because they make you burn through your deck, be sure you can afford to draw the extra cards. There's nothing more frustrating than losing because you've run out of cards.



Bench Strategies

Do not ignore the Bench. There's a lot you can do with the cards on your Bench. In fact, the only thing you *can't* do is attack with the Benched Pokémon. Good Bench management is an important part of any winning strategy.

Room on the Bench

It's a good idea to save room on your Bench for the powerful Pokémon that may come your way. This means keeping an eye on your Bench population and keeping Basic Pokémon in your hand when you don't have many spaces left on your Bench. You don't want a "No Vacancy" sign on your Bench when you draw your best Pokémon—you want to be able to put it out as soon as possible.





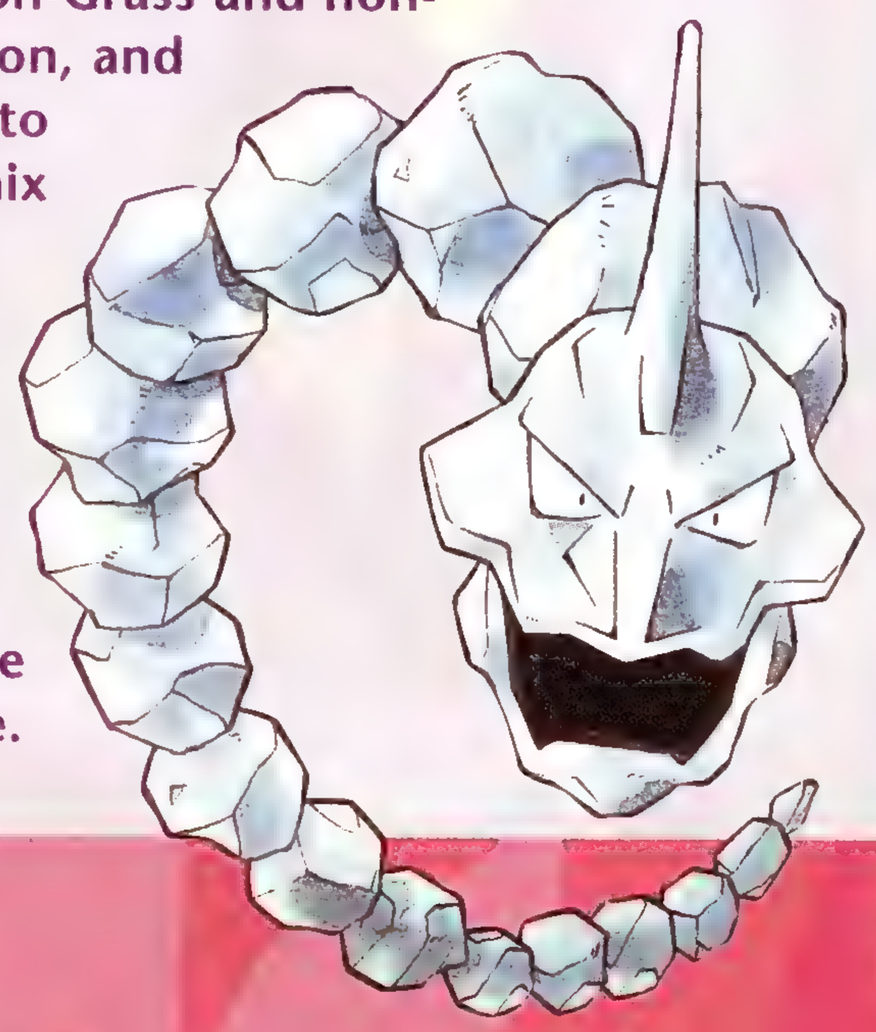
Using the Bench

Get as much Energy as you can on those Benched Pokémon. Because you can play only one Energy card per turn, it's vital you play an Energy each time. This doesn't mean you play Energy cards just anywhere—play your Energy on the best card for the best attack. This means not only being aware of a card's *current* attack, but future evolved attacks, as well. Kadabra may not need 3 Psychic Energy, but Alakazam will. Plan ahead. The more Energy you can get on a Benched card, the faster you can use its attacks when the time comes to make it your Active Pokémon.

Remember, energize and evolve your Benched cards and have them come out ready to do battle. Don't forget: even though you can't attack with a Benched Pokémon, you can always use your Benched Pokémon's Powers, every turn.

Walls

Even if you don't add Energy to an Active Pokémon, it can be used as a "wall" to protect your Benched Pokémon and give you time to evolve them. Using Active Pokémon to block interruptions means you can bring out much more powerful Pokémon when or if the "wall" finally crumbles (is Knocked Out or has to be retreated). Onix is especially good for this. With 90 Hit Points and a damage-preventing attack, it's long-lasting against any non-Grass and non-Fire Pokémon (it has a Weakness to Grass Pokémon, and Fire Pokémon have big, cheap attacks compared to other Pokémon). Throw in a few Potions, and Onix can sit out there forever. When you don't need Onix anymore, just Switch it out!



Focus on the big picture. Do you want to give your Active Pokémon more Energy, or do you want to sacrifice it to bring out a stronger card? If you've managed your Bench well and have an evolved Pokémon ready to go, letting the Active Pokémon get Knocked Out is a good move.

Taking the Good Without the Bad

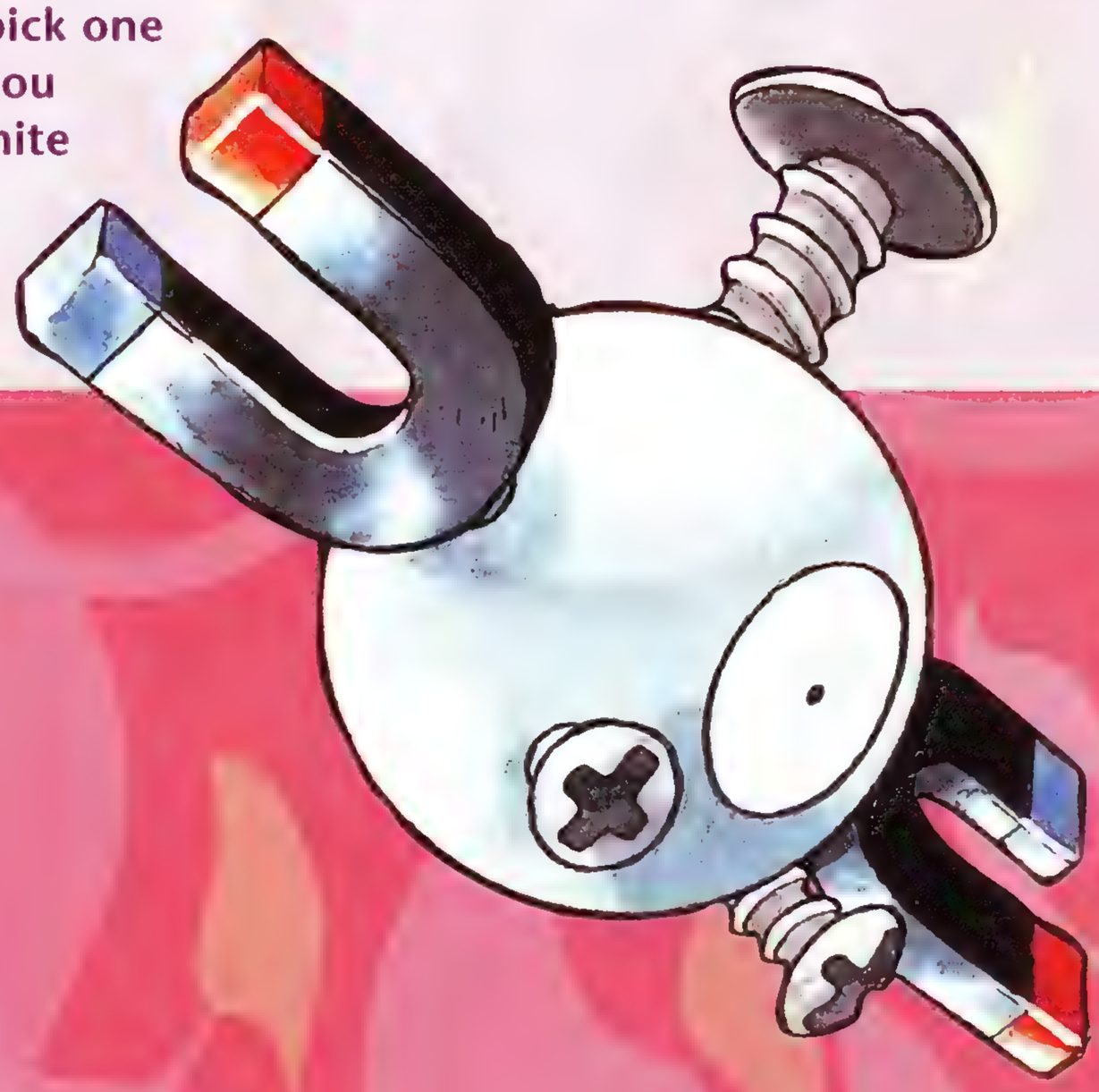
Often the most powerful combinations in the **Pokémon** trading card game come from having a card with a really nasty disadvantage and another card that gets around that disadvantage. While these combinations aren't always as useful as Switch or Energy Retrieval, they pack a pretty big bang when you get to use them. Let's look at Magnemite, a Pokémon whose big attack carries a pretty significant drawback, and at a variety of cards that can combine with it to make it a whole lot better.

Magnemite's attack does a lot of damage for its Energy requirement: for just 2 Energy you get an attack that does 40 damage to your opponent's Active Pokémon, and 10 damage to every Benched Pokémon. But that includes *your own* Bench; plus, Magnemite does another 40 damage to itself. Obviously you need ways to prevent the damage you're doing to your team, or at least ways to get rid of that damage quickly.

Defender. The Trainer card Defender reduces attack damage dealt to a Pokémon. For Magnemite's purposes, it's important to remember that Defender reduces damage from *all* attacks, including yours. So if you use Defender on Magnemite right before it attacks, Magnemite only takes 20 damage from its own attack, which often won't be enough to Knock it Out. Best of all, Defender will still be there on your opponent's next turn, preventing 20 damage from that turn's attack! With enough Defenders and Potions, you can keep using the same Magnemite attack again and again.

Pokémon Center. A good way to eliminate the damage to your Bench is with Pokémon Center. This removes all damage from all of your Pokémon but discards the Energy attached to any damaged ones. If you attack early enough with Magnemite, there probably won't be Energy attached to your Benched Pokémon yet, so you get to ignore the drawback. (If it's important that Magnemite attack again next turn, be sure to restore all of Magnemite's Hit Points *before* using Pokémon Center. Remember, if a card is damaged, Pokémon Center restores it but that card will lose all its Energy.)

Gust of Wind. There's another impediment to Magnemite's attack: the attack does its damage to your opponents' Benched Pokémon rather than their Active Pokémon. In particular, if your opponent's Active Pokémon is only 10 damage shy of being Knocked Out, you're wasting 30 of the attack's damage, even though it almost always Knocks Out your own Magnemite. You can get around this drawback with Gust of Wind, swapping the almost–Knocked Out Pokémon for another one (pick one with 30 or 40 Hit Points, if you can). This way your Magnemite can knock out *two* of your opponent's Pokémon, not just one.



Disruption Strategies

The starter set allows you to use a variety of disruption strategies and provides ways for you to trip up your opponent. To disrupt, you need to know what's necessary to win a game. How you plan to win the game defines the strategy you design into your deck.

Ways to Win

There are three ways to win in the **Pokémon** trading card game.



All Six Prizes

You draw all six Prizes—that is, Knock Out six enemy Pokémon. Drawing six Prizes is probably the most common way to win, and you do this by inflicting damage, either from a lot of cards that inflict small amounts of damage early on (for example, Hitmonchan and Machop) or from Stage 1 and 2 heavy-hitters.

No Cards Remaining in Deck

Your opponent runs out of cards to draw. Running your opponent out of cards can be hard, and usually requires planning ahead. If your opponent doesn't do this on his or her own with Professor Oak and Bill cards, you must implement a stall strategy (possibly using a Chansey or Alakazam).

Out of Pokémon

Your opponent runs out of Pokémon (in the play area). Running your opponent out of Pokémon is the most difficult victory to plan for, because most players use 10 to 20 Pokémon in a deck and you must do a lot of early damage to accomplish this. (If you don't get it done right away, you'll most likely draw six Prizes before your opponent runs out of Pokémon.)

You'll need to deploy a heavy-hitter as early as possible to set this plan in motion. However, because players often get poor initial draws of only one or two Pokémon, running out of Pokémon does happen regularly.

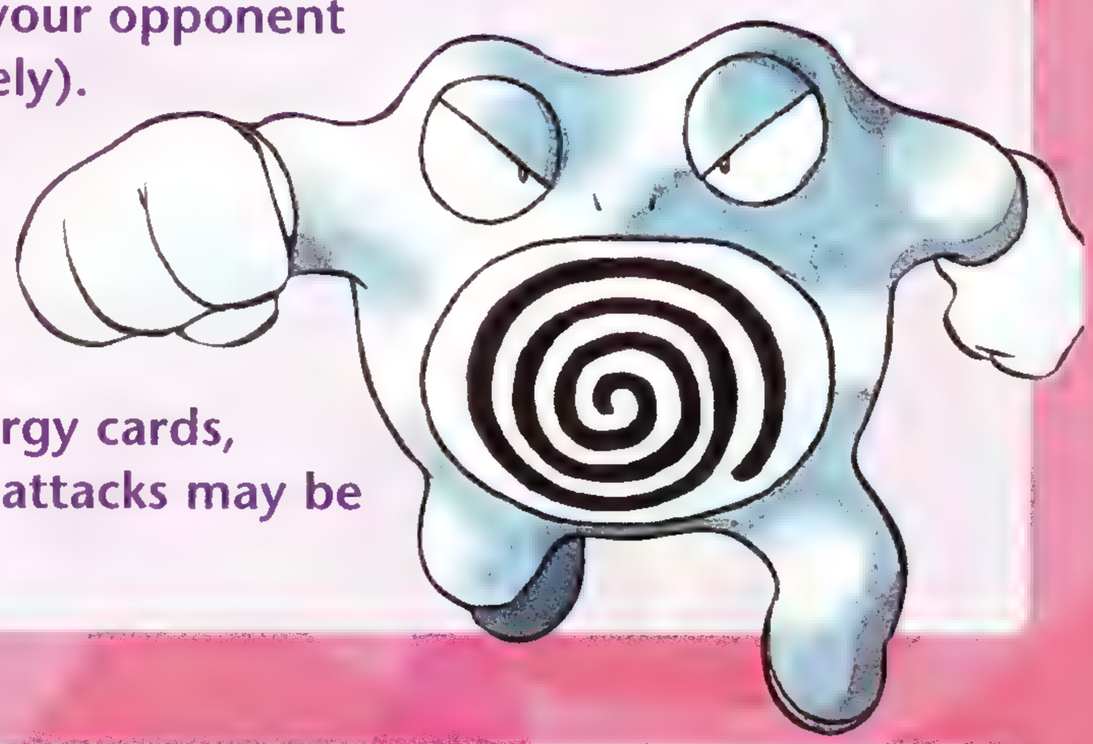
Throwing a Wrench

Throwing a wrench involves keeping your opponent from using the best use of his or her deck. For instance, if you play Super Energy Removal on a Stage 2 Pokémon ready to administer a heavy blow, suddenly that Pokémon doesn't have enough Energy for an attack. Playing Gust of Wind means you can Knock Out a weak Basic Pokémon from your opponent's Bench. Disruption can win games and be a lot of fun, too. Check out the following ways to disrupt your opponent's strategy.

Energy Denial

Energy denial is the most obvious and powerful disruption tool. Energy Removal and Super Energy Removal take away Energy cards attached to enemy Pokémon: attacks can't be activated without some Energy.

If a game comes down to the powerful Stage 2 Pokémon that require a lot of Energy to run properly, using Energy denial at the right time can give you the one or two turns you need to take control of the game and eventually win. Each Energy Removal or Super Energy Removal card keeps your opponent from using one or two Energy cards (respectively). Over the course of a game, a deck that uses 24 to 28 Energy Removal cards can be limited to as few as 12 to 16 cards—and few decks can run properly with only that many!



Dragonair and Poliwrath also can deny Energy cards, although the 4 Energy required to set up their attacks may be too slow to do you much good.

Damage Denial

Obviously, it helps to stop or minimize the damage to your Pokémon. Resistances are good, because Pokémon don't need another card for Resistance. Wall abilities (such as Mewtwo's Barrier) are useful because they allow you to ignore both damage and special attacks. Switch allows you to bring a Pokémon with an appropriate Resistance from your Bench. If you face a deck that depends almost entirely on damage and seldom uses disruption, minimizing or denying damage can save your day.



Pokémon Denial

The **Pokémon** trading card game has no cards that can remove a Pokémon from the game directly. You must Knock Out a Pokémon to get it out of the game.

There are several ways to do this. Pokémon and Trainers that exploit enemy Pokémon weaknesses always help. Use Gust of Wind—it allows you to replace the Defending Pokémon with one from the Bench that you'd rather deal with.



Special attacks that mess up your opponent's Pokémon (Sleep, Paralysis, Confusion, and Poison) are also useful, although they aren't always reliable; they usually require coin flips and/or spring from Basic Pokémon with low Hit Points. Even a Big Evolution deck that produces a Turn 2 or 3 Blastoise can be prevented from doing its 60 damage per turn with a special attack. Against a deck that doesn't use a lot of Pokémon, denying use of one Pokémon can mean the game. To Knock Out or harm an enemy Pokémon—especially one your opponent depends on to win the game—keeps your opponent from fully using that Pokémon's attacks and powers, and this greatly improves your chance of winning.

Combo Denial

Denying your opponent a well-planned combo isn't exactly easy. You can't play cards during your opponent's turn, so you can't "counter" a Trainer card or Pokémon when it's played. However, some of the meanest and nastiest combos involve specific cards.



Keep in mind that currently there are no Pokémon with attacks or powers that work while Pokémon are Asleep, Paralyzed, or Confused. If you use a special attack to disrupt a combo in play for just a turn or two, that may be enough to grab control of the game from your opponent. And a Knocked Out enemy Pokémon is one you don't have to worry about!

Stop Evolutions before they happen. Use Gust of Wind to draw a Benched Basic Pokémon out into the open, so you can Knock it Out before it evolves. For example, the Basic Pokémon Abra is easy to Knock Out, but its Stage 2 Evolution Alakazam is almost impossible to take down.

Time Denial

Finally, do everything you can to rush your opponent, attacking so quickly that there's no time to do things the way he or she wants to do them. Time denial often involves using fast hitters such as Hitmonchan and Machop to put early and immediate pressure on your opponent. This disruption strategy works best against decks that depend on slow-evolving Pokémon. Time denial works extremely well with Energy denial, because an early attack is difficult to defend against if your opponent has no Energy.



Extra Energy

Adding extra Energy to a Pokémon that's already able to attack protects you against the use of Energy Removal by your sneaky opponent. It's also good to have that extra Energy in case you want to retreat in a hurry, or if you plan to evolve the Pokémon. Don't get stuck without options.



On the other side of the board, use Energy Removals on your opponent's Active Pokémon and Bench. Let's say you've been watching the slow, ominous build up of a Charizard on your opponent's Bench—no way do you want that Pokémon on the loose! If you have an Energy Removal handy, use it to delay the Charizard. Energy Removal works just as well on Double Colorless Energy cards, making it all the sweeter if you can pull 2 Energy from your unsuspecting opponent.



Healing

Potions provide yet another insurance policy. Hold onto them like gold until you really need them. Just when your opponent thinks the end has come for your damaged Pokémon, slap down that Potion. Now, instead of a Pokémon on the verge of wasting away, it's up and ready to do battle against a weaker opponent.

Base Set Cards

Here are all the Pokémon and Trainers for the base set. The cards are in collector number order. Note that there is a difference between foil card rarity and standard card rarity. For every three cards printed, that come in both foil and non-foil versions, only one is a foil card. Therefore, a "rare" foil card is different from a "rare" regular card.

★ Rare



★ Rare



★ Rare



★ Rare

Evolves from Charmeleon Put Charizard on the Stage 2 card

STAGE 2

Charizard 120 HP



Flame Pokémon. Length: 5' 7", Weight: 200 lbs.

Pokémon Power: Energy Burn As often as you like during your turn (before your attack), you may turn all Energy attached to Charizard into Energy for the rest of the turn. This power can't be used if Charizard is Asleep, Confused, or Paralyzed.

Fire Spin Discard 2 Energy cards attached to Charizard in order to use this attack. 100

weakness | resistance | retreat cost

-30

Spits fire that is hot enough to melt boulders. Known to unintentionally cause forest fires. LV. 76 #6

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★ Rare

Basic Pokémon

Clefairy 40 HP



Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.

Sing Flip a coin. If heads, the Defending Pokémon is now Asleep.

Metronome Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. *(No matter what type the Defending Pokémon is, Clefairy's type is still Colorless.)*

weakness | resistance | retreat cost

-30

Its magical and cute appeal has many admirers. It is rare and found only in certain areas. LV. 14 #35

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★ Rare

Evolves from Magikarp Put Gyarados on the Basic Pokémon

STAGE 1

Gyarados 100 HP



Atrocious Pokémon. Length: 21' 4", Weight: 518 lbs.

Dragon Rage 50

Bubblebeam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 40

weakness | resistance | retreat cost

-30

Rarely seen in the wild. Huge and vicious, it is capable of destroying entire cities in a rage. LV. 41 #130

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★ Rare

Basic Pokémon

Hitmonchan 70 HP



Punching Pokémon. Length: 4' 7", Weight: 111 lbs.

Jab 20

Special Punch 40

weakness | resistance | retreat cost

While seeming to do nothing, it fires punches in lightning-fast volleys that are impossible to see. LV. 33 #107

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★ Rare

Evolves from Machoke Put Machamp on the Stage 2 card

STAGE 2

Machamp 100 HP



Superpower Pokémon. Length: 5' 3", Weight: 287 lbs.

Pokémon Power: Strikes Back Whenever your opponent's attack damages Machamp *(even if Machamp is Knocked Out)*, this power does 10 damage to the attacking Pokémon. *(Don't apply Weakness and Resistance.)* This power can't be used if Machamp is already Asleep, Confused, or Paralyzed when your opponent attacks.

Seismic Toss 60

weakness | resistance | retreat cost

Using its amazing muscles, it throws powerful punches that can knock its victim clear over the horizon. LV. 67 #68

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★ Rare

Evolves from Magnemite Put Magneton on the Basic Pokémon

STAGE 1

Magneton 60 HP



Magnet Pokémon. Length: 3' 3", Weight: 132 lbs.

Thunder Wave Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 30

Selfdestruct Does 20 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Magneton does 80 damage to itself. 80

weakness | resistance | retreat cost

Formed by several Magnemites linked together. It frequently appears when sunspots flare up. LV. 28 #82

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Pokémon Trading Card Game

★ Rare

Basic Pokémon
Mewtwo 60 HP



Genetic Pokémon. Length: 6' 7", Weight: 269 lbs.

Psychic Does 10 damage plus 10 more damage for each Energy card attached to the Defending Pokémon. 10+

Barrier Discard 1 Energy card attached to Mewtwo in order to use this attack. During your opponent's next turn, prevent all effects of attacks, including damage, done to Mewtwo. 40

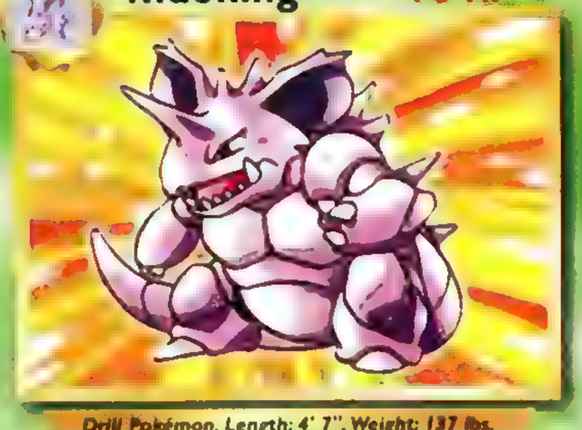
weakness | resistance | retreat cost

A scientist created this Pokémon after years of horrific gene-splicing and DNA engineering experiments. LV. 53 #150

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★ Rare

Evolves from Nidorino — Put Nidoking on the Stage 1 card
Nidoking 90 HP



Drill Pokémon. Length: 4' 7", Weight: 137 lbs.

Thrash Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Nidoking does 10 damage to itself. 30+

Toxic The Defending Pokémon is now Poisoned. It now takes 20 Poison damage instead of 10 after each player's turn (even if it was already Poisoned). 20

weakness | resistance | retreat cost

Uses its powerful tail in battle to smash, constrict, then break its prey's bones. LV. 48 #34

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★ Rare

Evolves from Vulpix — Put Ninetales on the Stage 1 card
Ninetales 80 HP



Fox Pokémon. Length: 3' 7", Weight: 44 lbs.

Lure If your opponent has any Benched Pokemon, choose 1 of them and switch it with the Defending Pokémon.

Fire Blast Discard 1 Energy card attached to Ninetales in order to use this attack. 80

weakness | resistance | retreat cost

Very smart and very vengeful. Grabbing one of its many tails could result in a 1,000-year curse. LV. 32 #38

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★ Rare

Evolves from Poliwhirl — Put Poliwrath on the Stage 1 card
Poliwrath 90 HP



Tadpole Pokémon. Length: 4' 3", Weight: 119 lbs.

Water Gun Does 30 damage plus 10 more damage for each Energy attached to Poliwrath but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. 30+

Whirlpool If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. 40

weakness | resistance | retreat cost

An adept swimmer at both the front crawl and breaststroke. Easily overtakes the best human swimmers. LV. 48 #62

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★ Rare

Evolves from Pikachu — Put Raichu on the Basic Pokémon
Raichu 80 HP



Mouse Pokémon. Length: 2' 7", Weight: 66 lbs.

Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Raichu. 20

Thunder Flip a coin. If tails, Raichu does 30 damage to itself. 60

weakness | resistance | retreat cost

Its long tail serves as a ground to protect itself from its own high-voltage power. LV. 40 #26

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★ Rare

Evolves from Ivysaur — Put Venusaur on the Stage 1 card
Venusaur 100 HP



Seed Pokémon. Length: 6' 7", Weight: 221 lbs.

Pokémon Power: Energy Trans As often as you like during your turn (before your attack), you may take 1 Energy card attached to 1 of your Pokémon and attach it to a different one. This power can't be used if Venusaur is Asleep, Confused, or Paralyzed.

Solarbeam 60

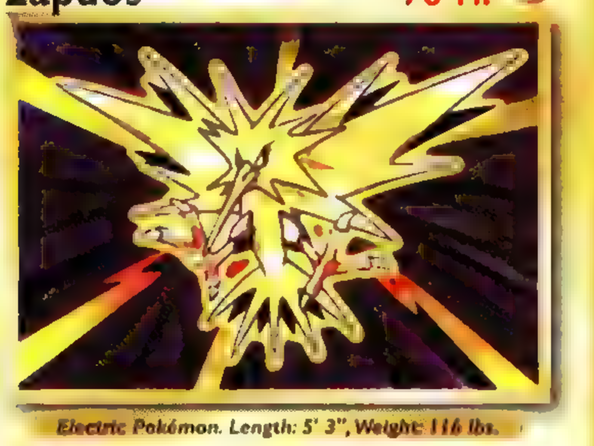
weakness | resistance | retreat cost

This plant blooms when it is absorbing solar energy. It stays on the move to seek sunlight. LV. 67 #3

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★ Rare

Basic Pokémon
Zapdos 90 HP



Electric Pokémon. Length: 5' 3", Weight: 116 lbs.

Thunder Flip a coin. If tails, Zapdos does 30 damage to itself. — 60

Thunderbolt Discard all Energy cards attached to Zapdos in order to use this attack. — 100

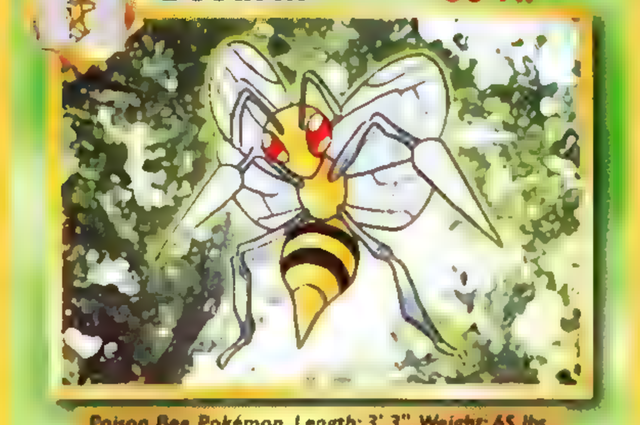
weakness	resistance	retreat cost
	-30	

A legendary bird Pokémon said to appear from clouds while wielding enormous lightning bolts. LV. 64 #145

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★ Rare

Evolves from Kakuna — Put Beedrill on the Stage 1 card
STAGE 2
Beedrill 80 HP



Poison Bee Pokémon. Length: 3' 3", Weight: 65 lbs.

Twineedle Flip 2 coins. This attack does 30 damage times the number of heads. — 30x

Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned. — 40

weakness	resistance	retreat cost
	-30	

Flies at high speed and attacks using the large, venomous stingers on its forelegs and tail. LV. 32 #15

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★ Rare

Evolves from Dratini — Put Dragonair on the Basic Pokémon
STAGE 1
Dragonair 80 HP



Dragon Pokémon. Length: 13' 1", Weight: 36 lbs.

Slam Flip 2 coins. This attack does 30 damage times the number of heads. — 30x

Hyper Beam If the Defending Pokémon has any Energy cards attached to it, choose 1 of them and discard it. — 20

weakness	resistance	retreat cost
	-30	

A mystical Pokémon that exudes a gentle aura. Has the ability to change climate conditions. LV. 33 #148

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★ Rare

Evolves from Diglett — Put Dugtrio on the Basic Pokémon
STAGE 2
Dugtrio 70 HP



Mole Pokémon. Length: 2' 4", Weight: 73 lbs.

Slash — 40

Earthquake Does 10 damage to each of your own Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* — 70

weakness	resistance	retreat cost
	-30	

A team of Diglett triplets. It triggers huge earthquakes by burrowing 60 miles underground. LV. 36 #51

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★ Rare

Basic Pokémon
Electabuzz 70 HP



Electric Pokémon. Length: 3' 7", Weight: 66 lbs.

Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. — 10

Thunderpunch Flip a coin. If heads, this attack does 30 damage plus 10 more damage; if tails, this attack does 30 damage and Electabuzz does 10 damage to itself. — 30+

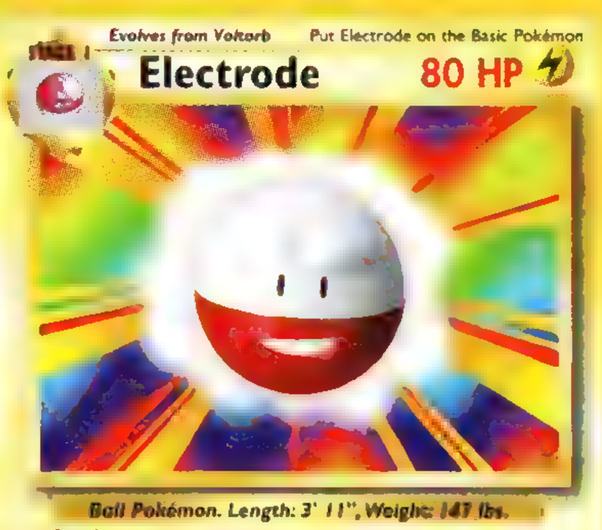
weakness	resistance	retreat cost

Normally found near power plants, it can wander away and cause major blackouts in cities. LV. 35 #125

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★ Rare

Evolves from Voltorb — Put Electrode on the Basic Pokémon
STAGE 1
Electrode 80 HP



Ball Pokémon. Length: 3' 11", Weight: 147 lbs.

Pokémon Power: Buzzap At any time during your turn *(before your attack)*, you may Knock Out Electrode and attach it to 1 of your other Pokémon. If you do, choose a type of Energy. Electrode is now an Energy card (instead of a Pokémon) that provides 2 energy of that type. This power can't be used if Electrode is Asleep, Confused, or Paralyzed.

Electric Shock Flip a coin. If tails, Electrode does 10 damage to itself. — 50

weakness	resistance	retreat cost

It stores electrical energy under very high pressure. It often explodes with little or no provocation. LV. 40 #101

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Pokémon Trading Card Game

★ Rare

Evolves from Pidgey — Put Pidgeotto on the Basic Pokémon

Pidgeotto — 60 HP



Bird Pokémon. Length: 3' 7", Weight: 66 lbs.

Whirlwind If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)* — 20

Mirror Move If Pidgeotto was attacked last turn, do the final result of that attack on Pidgeotto to the Defending Pokémon.

weakness | resistance | retreat cost

-30

Very protective of its sprawling territory, this Pokémon will fiercely peck at any intruder. LV. 36 #17

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♦ Uncommon

Evolves from Growlithe — Put Arcanine on the Basic Pokémon

Arcanine — 100 HP



Legendary Pokémon. Length: 6' 3", Weight: 342 lbs.

Flamethrower Discard 1 Energy card attached to Arcanine in order to use this attack. — 50

Take Down Arcanine does 30 damage to itself. — 80

weakness | resistance | retreat cost

A Pokémon that has been long admired for its beauty. It runs gracefully, as if on wings. LV. 45 #59

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♦ Uncommon

Evolves from Charmander — Put Charmeleon on the Basic Pokémon

Charmeleon — 80 HP



Flame Pokémon. Length: 3' 7", Weight: 42 lbs.

Slash — 30

Flamethrower Discard 1 Energy card attached to Charmeleon in order to use this attack. — 50

weakness | resistance | retreat cost

When it swings its burning tail, it raises the temperature to unbearably high levels. LV. 32 #5

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♦ Uncommon

Evolves from Seel — Put Dewgong on the Basic Pokémon

Dewgong — 80 HP



Sea Lion Pokémon. Length: 5' 7", Weight: 265 lbs.

Aurora Beam — 50

Ice Beam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. — 30

weakness | resistance | retreat cost

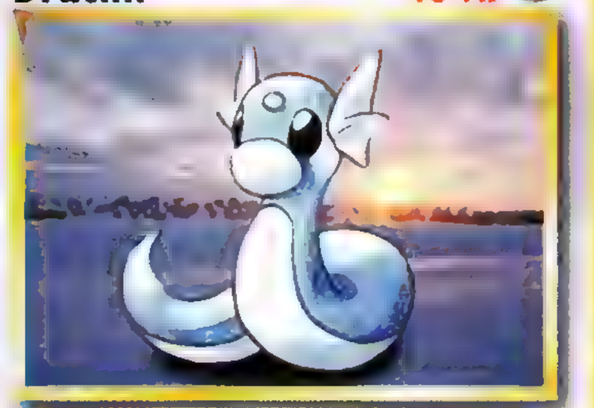
Stores thermal energy in its body. Swims at a steady 8 knots even in intensely cold waters. LV. 42 #87

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♦ Uncommon

Basic Pokémon

Dratini — 40 HP



Dragon Pokémon. Length: 5' 11", Weight: 7 lbs.

Pound — 10

weakness | resistance | retreat cost

-30

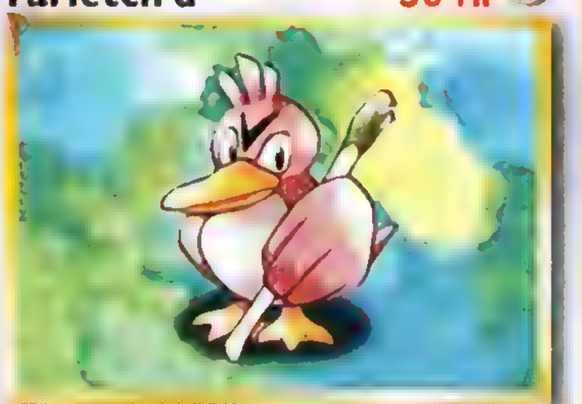
Long considered a mythical Pokémon until recently, when a small colony was found living underwater. LV. 10 #147

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♦ Uncommon

Basic Pokémon

Farfetch'd — 50 HP



Wild Duck Pokémon. Length: 2' 7", Weight: 33 lbs.

Leek Slap Flip a coin. If tails, this attack does nothing. Either way, you can't use this attack again as long as Farfetch'd stays in play *(even putting Farfetch'd on the Bench won't let you use it again)*. — 30

Pot Smash — 30

weakness | resistance | retreat cost

-30

The sprig of green onions it holds is its weapon. This sprig is used much like a metal sword. LV. 20 #83

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♦ Uncommon

Basic Pokémon
Growlithe 60 HP



Puppy Pokémon. Length: 2' 4", Weight: 42 lbs.

Flare 20

weakness | resistance | retreat cost

Very protective of its territory, it will bark and bite to repel intruders from its space. LV. 18 #58

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♦ Uncommon

Evolves from Gastly
Haunter 60 HP



Gas Pokémon. Length: 5' 3", Weight: 0.2 lbs.

Hypnosis The Defending Pokémon is now Asleep.

Dream Eater You can't use this attack unless the Defending Pokémon is Asleep. 50

weakness | resistance -30 | retreat cost

Because of its ability to slip through block walls, it is said to be from another dimension. LV. 22 #93

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♦ Uncommon

Evolves from Bulbasaur
Ivysaur 60 HP



Seed Pokémon. Length: 3' 3", Weight: 29 lbs.

Vine Whip 30

Poisonpowder The Defending Pokémon is now Poisoned. 20

weakness | resistance | retreat cost

When the bulb on its back grows large, the Pokémon seems to lose the ability to stand on its hind legs. LV. 20 #2

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♦ Uncommon

Basic Pokémon
Jynx 70 HP



Human Shape Pokemon. Length: 4' 7", Weight: 90 lbs.

Doubleslap Flip 2 coins. This attack does 10 damage times the number of heads. 10x

Meditate Does 20 damage plus 10 more damage for each damage counter on the Defending Pokémon. 20+

weakness | resistance | retreat cost

Merely by meditating, the Pokemon launches a powerful psychic energy attack. LV. 23 #124

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♦ Uncommon

Evolves from Abra
Kadabra 60 HP



Psi Pokémon. Length: 4' 3", Weight: 125 lbs.

Recover Discard 1 Energy card attached to Kadabra in order to use this attack. Remove all damage counters from Kadabra.

Super Psy 50

weakness | resistance | retreat cost

It emits special alpha waves from its body that induce headaches even to those just nearby. LV. 38 #64

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♦ Uncommon

Evolves from Weedle
Kakuna 80 HP



Cocoon Pokémon. Length: 2' 0", Weight: 22 lbs.

Stiffen Flip a coin. If heads, prevent all damage done to Kakuna during your opponent's next turn. *(Any other effects of attacks still happen.)*

Poisonpowder Flip a coin. If heads, the Defending Pokémon is now Poisoned. 20

weakness | resistance | retreat cost

Almost incapable of moving, this Pokémon can only harden its shell to protect itself from predators. LV. 23 #14

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Pokémon Gotta catch 'em all!™

TRADING CARD GAME

Uncommon

Stage 1 — Evolves from Machop — Put Machoke on the Basic Pokémon

Machoke 80 HP



Superpower Pokémon. Length: 4' 11", Weight: 155 lbs.

Karate Chop Does 50 damage minus 10 damage for each damage counter on Machoke. — 50-

Submission Machoke does 20 damage to itself. — 60

weakness | resistance | retreat cost

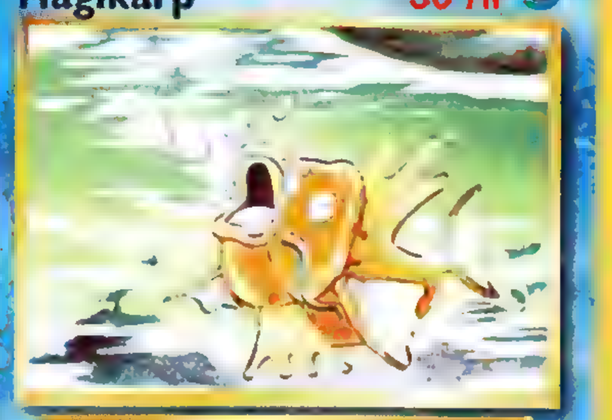
Its muscular body is so powerful that it must wear a power-save belt to help regulate its motions. LV. 40 #67

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Uncommon

Basic Pokémon

Magikarp 30 HP



Fish Pokémon. Length: 2' 11", Weight: 22 lbs.

Tackle — 10

Flail Does 10 damage times the number of damage counters on Magikarp. — 10x

weakness | resistance | retreat cost

In the distant past, it was stronger than its horribly weak descendants that exist today. LV. 8 #129

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Uncommon

Basic Pokémon

Magmar 50 HP



Spitfire Pokémon. Length: 4' 3", Weight: 98 lbs.

Fire Punch — 30

Flamethrower Discard 1 Energy card attached to Magmar in order to use this attack. — 50

weakness | resistance | retreat cost

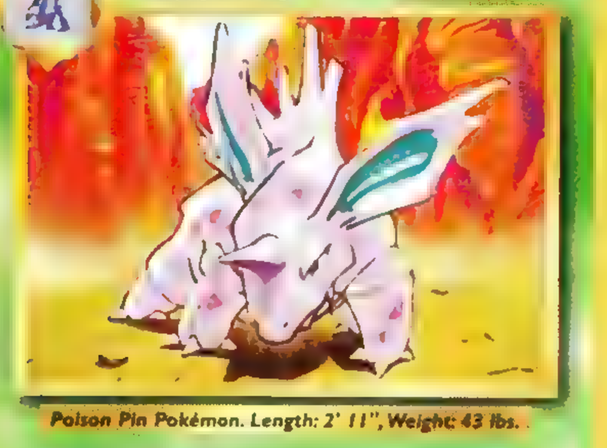
Its body always burns with an orange glow that enables it to hide perfectly among flames. LV. 24 #126

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Uncommon

Stage 1 — Evolves from Nidoran ♂ — Put Nidorino on the Basic Pokémon

Nidorino 60 HP



Poison Pin Pokémon. Length: 2' 11", Weight: 43 lbs.

Double Kick Flip 2 coins. This attack does 30 damage times the number of heads. — 30x

Horn Drill — 50

weakness | resistance | retreat cost

An aggressive Pokémon that is quick to attack. The horn on its head secretes a powerful venom. LV. 25 #33

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Uncommon

Stage 1 — Evolves from Poliwag — Put Poliwhirl on the Basic Pokémon

Poliwhirl 60 HP



Tadpole Pokémon. Length: 3' 4", Weight: 44 lbs.

Amnesia Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.

Doubleslap Flip 2 coins. This attack does 30 damage times the number of heads. — 30x

weakness | resistance | retreat cost

Capable of living in or out of water. When out of water, it sweats to keep its body slimy. LV. 28 #61

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Uncommon

Basic Pokémon

Porygon 30 HP



Virtual Pokémon. Length: 2' 7", Weight: 80 lbs.

Conversion 1 If the Defending Pokémon has a Weakness, you may change it to a type of your choice other than Colorless.

Conversion 2 Change Porygon's Resistance to a type of your choice other than Colorless.

weakness | resistance | retreat cost

resistance: -30

A Pokémon that consists entirely of programming code. Capable of moving freely in cyberspace. LV. 12 #137

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Uncommon



Uncommon



Uncommon



Common



Common



Common



Pokémon TRADING CARD GAME

Gotta catch 'em all!

Common

Basic Pokémon
Charmander 50 HP



Lizard Pokémon. Length: 2' 0", Weight: 19 lbs.

Scratch 10

Ember Discard 1 Energy card attached to Charmander in order to use this attack. 30

weakness | resistance | retreat cost

Obviously prefers hot places. If it gets caught in the rain, steam is said to spout from the tip of its tail. LV. 10 #4

Common

Basic Pokémon
Diglett 30 HP



Mole Pokémon. Length: 0' 8", Weight: 2 lbs.

Dig 10

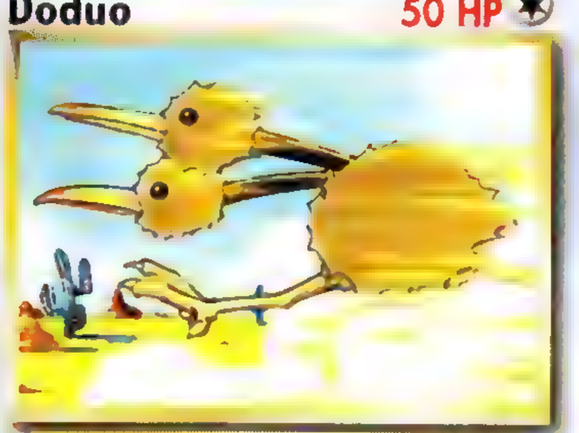
Mud Slap 30

weakness | resistance: -30 | retreat cost

Lives about three feet underground, where it feeds on plant roots. It sometimes appears above ground. LV. 8 #50

Common

Basic Pokémon
Doduo 50 HP



Twin Bird Pokémon. Length: 4' 7", Weight: 86 lbs.

Fury Attack Flip 2 coins. This attack does 10 damage times the number of heads. 10x

weakness | resistance: -30 | retreat cost

A bird that makes up for its poor flying with its fast foot speed. Leaves giant footprints. LV. 10 #84

Common

Basic Pokémon
Drowzee 50 HP



Hypnosis Pokémon. Length: 3' 3", Weight: 71 lbs.

Pound 10

Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused. 10

weakness | resistance | retreat cost

Puts enemies to sleep, then eats their dreams. Occasionally gets sick from eating bad dreams. LV. 12 #96

Common

Basic Pokémon
Gastly 30 HP



Gas Pokémon. Length: 4' 3", Weight: 0.2 lbs.

Sleeping Gas Flip a coin. If heads, the Defending Pokémon is now Asleep.

Destiny Bond Discard 1 Energy card attached to Gastly in order to use this attack. If a Pokémon Knocks Out Gastly during your opponent's next turn, Knock Out that Pokémon.

weakness | resistance: -30 | retreat cost

Almost invisible, this gaseous Pokémon cloaks the target and puts it to sleep without notice. LV. 8 #92

Common

Basic Pokémon
Koffing 50 HP



Poison Gas Pokémon. Length: 2' 0", Weight: 2 lbs.

Foul Gas Flip a coin. If heads, the Defending Pokémon is now Poisoned; if tails, it is now Confused. 10

weakness | resistance | retreat cost

Because it stores several kinds of toxic gases in its body, it is prone to exploding without warning. LV. 13 #109

Common

Basic Pokémon
Machop 50 HP



Superpower Pokémon. Length: 2' 7", Weight: 43 lbs.

Low Kick 20

weakness | resistance | retreat cost

Loves to build its muscles. It trains in all styles of martial arts to become even stronger. LV. 20 #66

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Common

Basic Pokémon
Magnemite 40 HP



Magnet Pokémon. Length: 1' 0", Weight: 13 lbs.

Thunder Wave Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Selfdestruct Does 10 damage to each Pokémon on each player's Bench. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Magnemite does 40 damage to itself. 40

weakness | resistance | retreat cost

Uses anti-gravity to stay suspended. Appears without warning and uses attacks like Thunder Wave. LV. 13 #81

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Common

Evolves from Caterpie — Put Metapod on the Basic Pokémon
Metapod 70 HP



Cocoon Pokémon. Length: 2' 4", Weight: 22 lbs.

Stiffen Flip a coin. If heads, prevent all damage done to Metapod during your opponent's next turn. *(Any other effects of attacks still happen.)*

Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness | resistance | retreat cost

It is vulnerable to attack because its shell is soft, exposing its weak and tender body. LV. 21 #11

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Common

Basic Pokémon
Nidoran ♂ 40 HP



Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.

Horn Hazard Flip a coin. If tails, this attack does nothing. 30

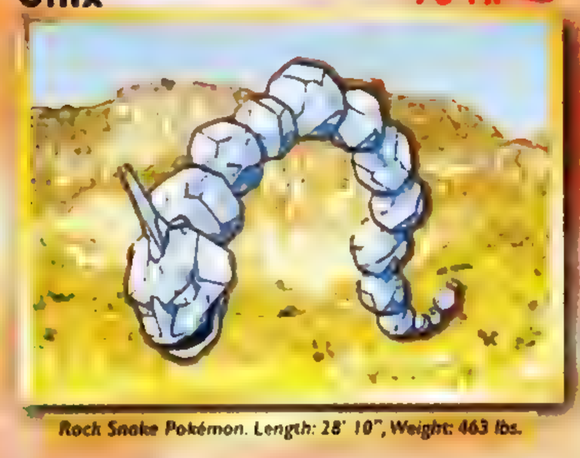
weakness | resistance | retreat cost

Stiffens its ears to sense danger. The larger, more powerful of its horns secretes venom. LV. 20 #32

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Common

Basic Pokémon
Onix 90 HP



Rock Snake Pokémon. Length: 28' 10", Weight: 463 lbs.

Rock Throw 10

Harden During your opponent's next turn, whenever 30 or less damage is done to Onix *(after applying Weakness and Resistance)*, prevent that damage. *(Any other effects of attacks still happen.)*

weakness | resistance | retreat cost

As it grows, the stone portions of its body harden to become similar to a diamond, though colored black. LV. 12 #95

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Common

Basic Pokémon
Pidgey 40 HP



Tiny Bird Pokémon. Length: 1' 0", Weight: 4 lbs.

Whirlwind If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)* 10

weakness | resistance: -30 | retreat cost

A common sight in forests and woods. It flaps its wings at ground level to kick up blinding sand. LV. 8 #16

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Pokémon Gotta catch 'em all!

TRADING CARD GAME

Common

Basic Pokémon
Pikachu 40 HP



Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.

Gnaw 10

Thunder Jolt Flip a coin. If tails, Pikachu does 10 damage to itself. 30

weakness | resistance | retreat cost

When several of these Pokémon gather, their electricity can cause lightning storms. LV. 12 #25

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Common

Basic Pokémon
Poliwag 40 HP



Tadpole Pokémon. Length: 2' 0", Weight: 27 lbs.

Water Gun Does 10 damage plus 10 more damage for each Energy attached to Poliwag but not used to pay for this attack's Energy cost. Extra Energy after the 2nd don't count. 10+

weakness | resistance | retreat cost

Its newly grown legs prevent it from running. It appears to prefer swimming over trying to stand. LV. 13 #60

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Common

Basic Pokémon
Ponyta 40 HP



Fire Horse Pokémon. Length: 3' 3", Weight: 66 lbs.

Smash Kick 20

Flame Tail 30

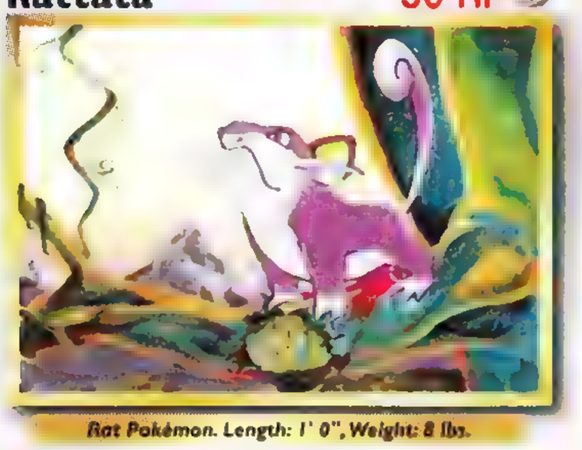
weakness | resistance | retreat cost

Its hooves are 10 times harder than diamonds. It can trample anything flat in moments. LV. 10 #77

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Common

Basic Pokémon
Rattata 30 HP



Rat Pokémon. Length: 1' 0", Weight: 8 lbs.

Bite 20

weakness | resistance -30 | retreat cost

Bites anything when it attacks. Small and very quick, it is a common sight in many places. LV. 9 #19

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Common

Basic Pokémon
Sandshrew 40 HP



Mouse Pokémon. Length: 2' 0", Weight: 26 lbs.

Sand-attack If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 10

weakness | resistance -30 | retreat cost

Burrows deep underground in arid locations far from water. It only emerges to hunt for food. LV. 12 #27

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Common

Basic Pokémon
Squirtle 40 HP



Tiny Turtle Pokémon. Length: 1' 8", Weight: 20 lbs.

Bubble Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Withdraw Flip a coin. If heads, prevent all damage done to Squirtle during your opponent's next turn. *(Any other effects of attacks still happen.)*

weakness | resistance | retreat cost

After birth, its back swells and hardens into a shell. It powerfully sprays foam from its mouth. LV. 8 #7

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Common



Common



Common



Common



Common



Common



Pokémon
Gotta catch 'em all!

TRADING CARD GAME

★ Rare

TRAINER

Clefairy Doll 10 HP



Play Clefairy Doll as if it were a Basic Pokémon. While in play, Clefairy Doll counts as a Pokémon (instead of a Trainer card). Clefairy Doll has no attacks, can't retreat, and can't be Asleep, Confused, Paralyzed, or Poisoned. If Clefairy Doll is Knocked Out, it doesn't count as a Knocked Out Pokémon. At any time during your turn before your attack, you may discard Clefairy Doll.

★ Rare

TRAINER

Computer Search

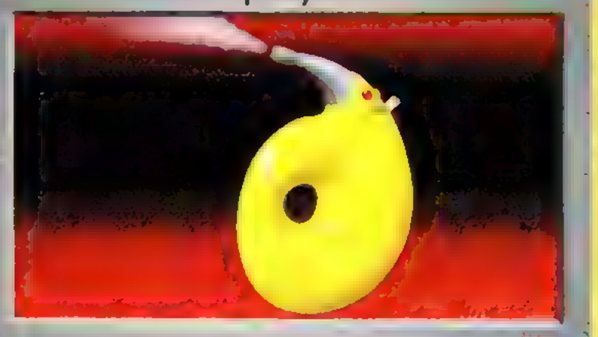


Discard 2 of the other cards from your hand in order to search your deck for any card and put it into your hand. Shuffle your deck afterward.

★ Rare

TRAINER

Devolution Spray

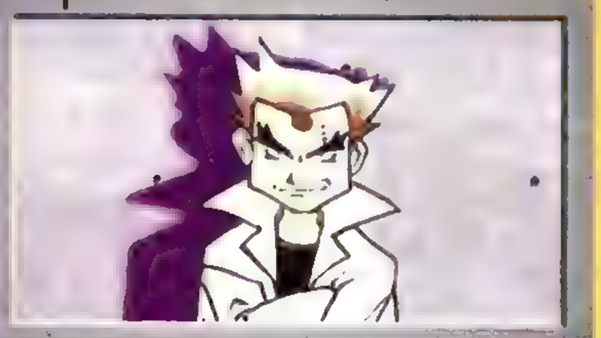


Choose 1 of your own Pokémon in play and a Stage of Evolution. Discard all Evolution cards of that Stage or higher attached to that Pokémon. That Pokémon is no longer Asleep, Confused, Paralyzed, Poisoned, or anything else that might be the result of an attack (just as if you had evolved it).

★ Rare

TRAINER

Imposter Professor Oak



Your opponent shuffles his or her hand into his or her deck, then draws 7 cards.

★ Rare

TRAINER

Item Finder

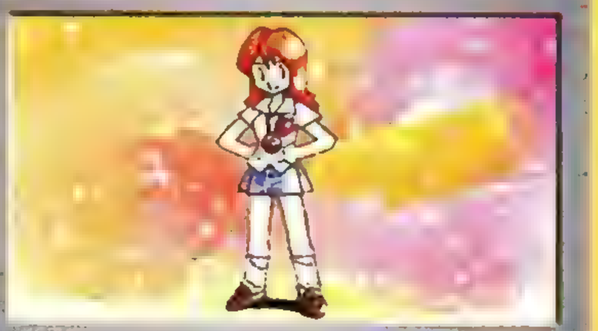


Discard 2 of the other cards from your hand in order to put a Trainer card from your discard pile into your hand.

★ Rare

TRAINER

Lass



You and your opponent show each other your hands, then shuffle all the Trainer cards from your hands into your decks.

★ Rare

TRAINER

Pokémon Breeder

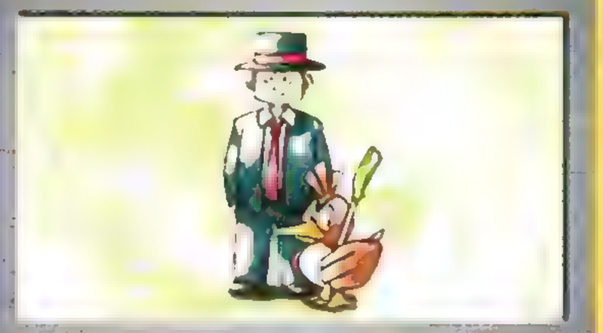


Put a Stage 2 Evolution card from your hand on the matching Basic Pokémon. You can only play this card when you would be allowed to evolve that Pokémon anyway.

★ Rare

TRAINER

Pokémon Trader



Trade 1 of the Basic Pokémon or Evolution cards in your hand for 1 of the Basic Pokémon or Evolution cards from your deck. Show both cards to your opponent. Shuffle your deck afterward.

★ Rare

TRAINER

Scoop Up



Choose 1 of your Pokémon in play and return its Basic Pokémon card to your hand. *(Discard all cards attached to that card.)*

★ Rare

TRAINER

Super Energy Removal



Discard 1 Energy card attached to 1 of your own Pokémon in order to choose 1 of your opponent's Pokémon and up to 2 Energy cards attached to it. Discard those Energy cards.

♦ Uncommon

TRAINER

Defender



Attach Defender to 1 of your Pokémon. At the end of your opponent's next turn, discard Defender. Damage done to that Pokémon by attacks is reduced by 20 *(after applying Weakness and Resistance)*.

♦ Uncommon

TRAINER

Energy Retrieval



Trade 1 of the other cards in your hand for up to 2 basic Energy cards from your discard pile.

Pokémon Gotta catch 'em all!

TRADING CARD GAME

♦ Uncommon

TRAINER

Full Heal



Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.

♦ Uncommon

TRAINER

Maintenance



Shuffle 2 of the other cards from your hand into your deck in order to draw a card.

♦ Uncommon

TRAINER

PlusPower

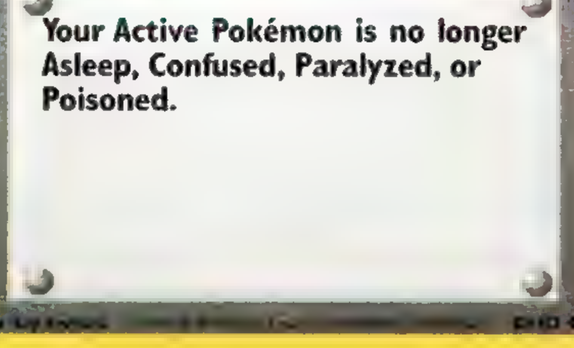


Attach PlusPower to your Active Pokémon. At the end of your turn, discard PlusPower. If this Pokémon's attack does damage to the Defending Pokémon *(after applying Weakness and Resistance)*, the attack does 10 more damage to the Defending Pokémon.

♦ Uncommon

TRAINER

Pokémon Center

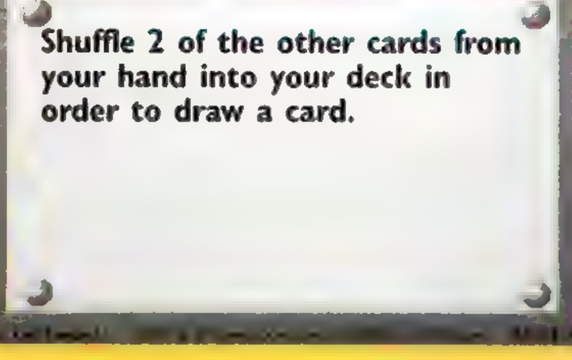


Remove all damage counters from all of your own Pokémon with damage counters on them, then discard all Energy cards attached to those Pokémon.

♦ Uncommon

TRAINER

Pokémon Flute

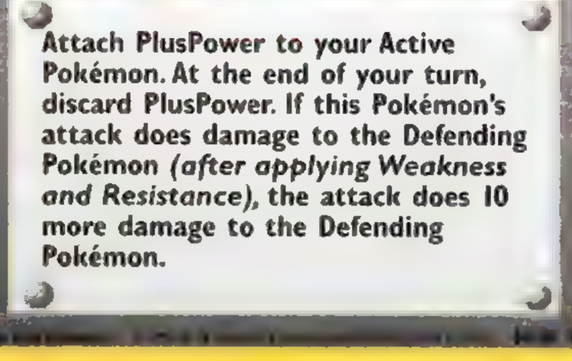


Choose 1 Basic Pokémon card from your opponent's discard pile and put it onto his or her Bench. *(You can't play Pokémon Flute if your opponent's Bench is full.)*

♦ Uncommon

TRAINER

Pokédex

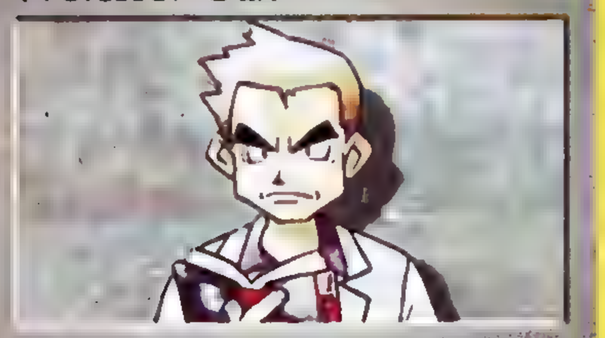


Look at up to 5 cards from the top of your deck and rearrange them as you like.

♦ Uncommon

TRAINER

Professor Oak



Discard your hand, then draw 7 cards.

♦ Uncommon

TRAINER

Revive



Put 1 Basic Pokémon card from your discard pile onto your Bench. Put damage counters on that Pokémon equal to half its HP (rounded down to the nearest 10). *(You can't play Revive if your Bench is full.)*

♦ Uncommon

TRAINER

Super Potion



Discard 1 Energy card attached to 1 of your own Pokémon in order to remove up to 4 damage counters from that Pokémon.

● Common

TRAINER

Bill



Draw 2 cards.

● Common

TRAINER

Energy Removal

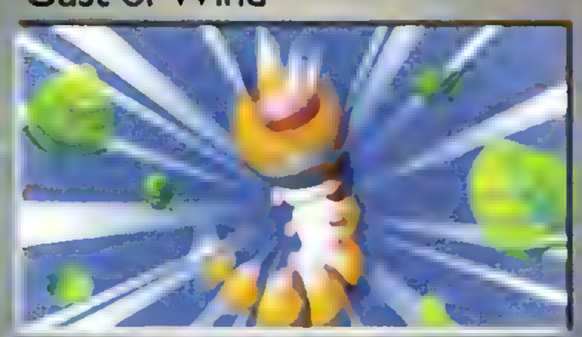


Choose 1 Energy card attached to 1 of your opponent's Pokémon and discard it.

● Common

TRAINER

Gust of Wind



Choose 1 of your opponent's Benched Pokémon and switch it with his or her Active Pokémon.

Pokémon
Gotta catch 'em all!

TRADING CARD GAME

Common

TRAINER

Potion



Remove up to 2 damage counters from 1 of your Pokémon.

Common

TRAINER

Switch



Switch 1 of your Benched Pokémon with your Active Pokémon.

Uncommon

ENERGY



Double Colorless Energy

Provides * * energy.
Doesn't count as a basic Energy card.






ENERGY


ENERGY


ENERGY


ENERGY
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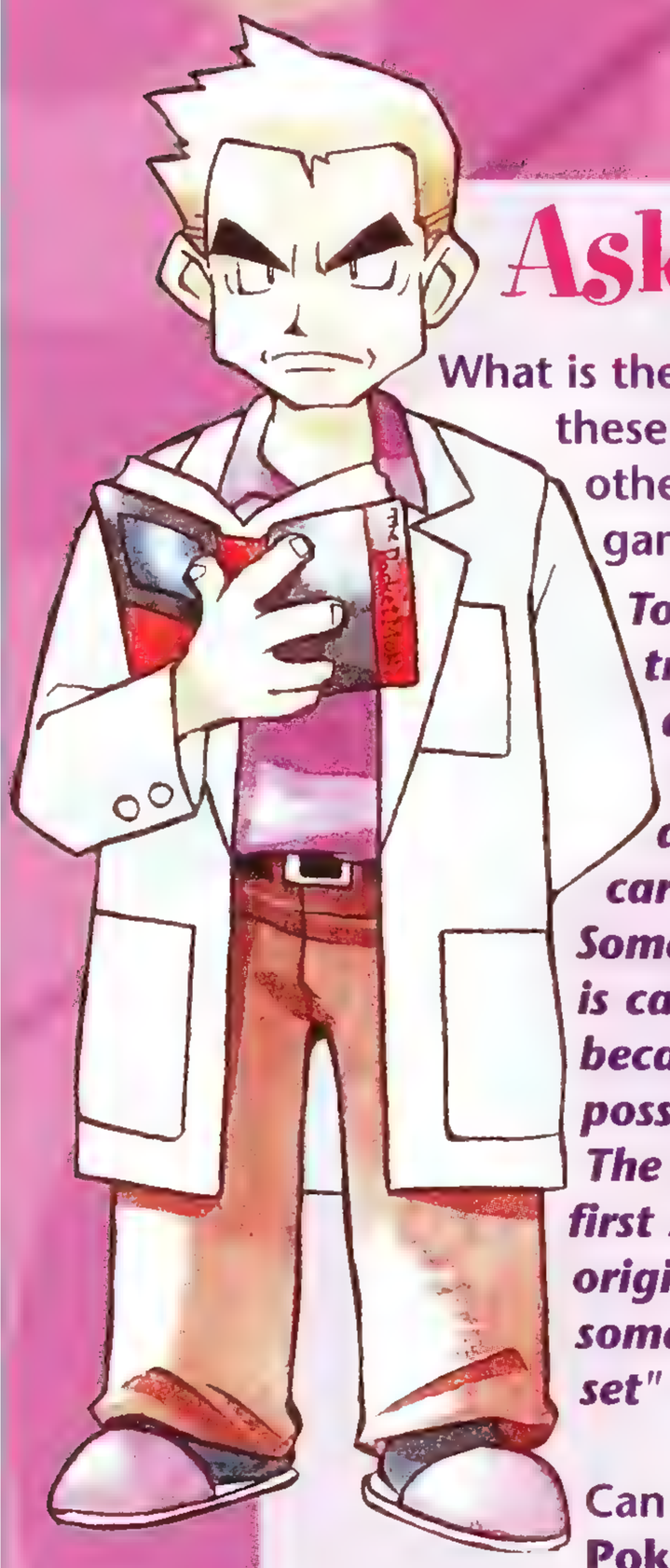

ENERGY


ENERGY

Welcome to the Jungle

The *Jungle*™ expansion set adds more cards and more strategy to your **Pokémon** trading card game. Add these Pokémon to your deck to increase strengths, try out new tactics, and build improved specialized combos.





Ask Professor Oak

What is the *Jungle* card set? How do these cards differ from the other **Pokémon** trading card game cards?

To keep the* Pokémon *trading card game fresh and exciting, Wizards of the Coast releases new and different Pokémon cards every few months. Sometimes the new card set is called an "expansion," because it expands the possibilities for the game. The* Jungle *card set is the first such expansion. The original set of 102 cards is sometimes called the "base set" or "basic set."

Can I still use my old **Pokémon** cards?

Yes, absolutely! You can play with any of your Pokémon cards. You can play with decks that have nothing but* Jungle *card set cards, although you'll still need to use Energy cards from the basic set. Or you can use a mix of* Jungle *card set cards and basic set cards.

What does the *Jungle* deck expansion include?

There are 45 new Pokémon, including Meowth, Butterfree, and Eevee. You'll also find one new Trainer card and two new versions of Pikachu and Electrode.



That's only 48 cards. I heard the set has 64 cards. What's up?

The 16 new, rare Pokémon appear in both holographic and non-holographic versions, bearing different collector numbers. For example, holographic Clefable is card 1 (of 64); non-holographic Clefable is card 17. That makes 64 cards, if you go by the collector numbers in the lower-right corners.

A friend of mine has a holographic *Jungle* deck card. I got the same card when I opened a pack, but it wasn't holographic. Is something wrong?

No, it's OK. See the answer to the previous question to learn why.

Do holographic and non-holographic versions have different powers?

No. If a card appears in holographic and non-holographic versions, the two are alike except for the foil and the different collector number.

Now that there's a basic set Pikachu and a *Jungle* deck Pikachu, can I put eight Pikachu in my deck?

Sorry, no. You can have only four cards with the same name in your deck (excluding basic Energy cards, of course). It doesn't matter what else is on the card. So you could, for example, have three* Jungle *deck Pikachu and one basic set Pikachu in your deck, but no more than four cards with the name "Pikachu."

My *Jungle* card set has cards in it that aren't from the *Jungle* card set. Why?

That's normal. There aren't enough cards in the* Jungle *set to make a deck using only* Jungle *cards. For example, there are no Energy cards in the* Jungle *set. So your* Jungle *theme deck has basic set cards, too. If you want only* Jungle *deck set cards, buy* Jungle *set boosters. They contain nothing but* Jungle *set cards.

I have two different cards that both say "Evolves from Eevee." Is that a mistake?

No, Eevee is a special Pokémon. Eevee can evolve into Flareon, Jolteon, and Vaporeon. If you have Eevee on the table and all three of these cards in your hand, you can evolve Eevee into the one you want!

Is the Nidoran ♀ in the *Jungle* deck the same Pokémon as Nidoran ♂ in the basic set?

No, she's a different Pokémon:* ♂ *means "male" and* ♀ *means "female." So Nidoran* ♂ *evolves first into Nidorino and then into Nidoking, and Nidoran* ♀ *evolves first into Nidorina and then into Nidoqueen. Nidoran* ♂ *and Nidoran* ♀ *count as different cards in every way. It's possible to have four of each in your deck.

How does Venomoth's Pokémon Power Shift work?

Venomoth starts out as a Grass Pokémon, but Shift changes Venomoth's type to any type you want—Fire, Fighting, etc. This doesn't change anything else about Venomoth, such as its attack costs or its Weakness or Resistance. But if your opponent's Pokémon has a Weakness to Fire, you might use Shift to change Venomoth's type to Fire.

Does the *Jungle* Pikachu's Spark attack do damage both to the Defending Pokémon and a Pokémon on the Bench?



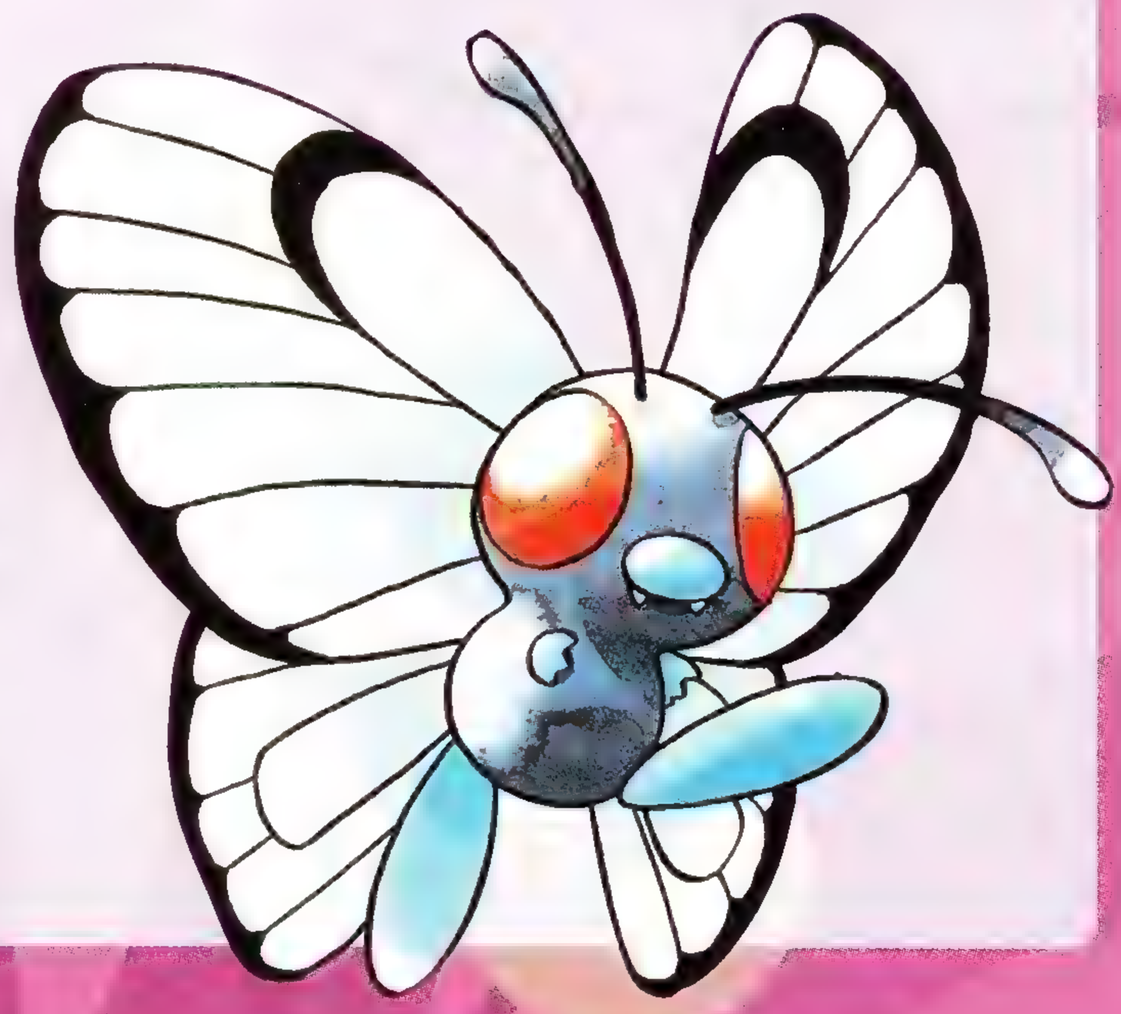
The Spark attack damages both Pokémon. In general, you do the attack damage and follow any special instructions on the card. If the attack damage has a special symbol next to it, do what the attack text says.

If I attack with Venonat's Leech Life and do 10 damage, how many damage counters do I remove from Venonat?

You remove one damage counter, which equals 10 damage.

Can you give me an example of how Butterfree's Mega Drain works?

How about two examples? If you attack with Mega Drain and do 40 damage, you can remove two damage counters from Butterfree. But if you attach a PlusPower to Butterfree first, Mega Drain will do 50 damage. You then get to remove three damage counters from Butterfree (half of 50 is 25, which you round up to 30).



Notable Jungle Cards

Let's look at some notable features the *Jungle* set will add to your playing strategies and deckbuilding.



Lightning



The new Pikachu has 50 HP, for the most part preventing a one-turn Knock Out. For 2 Lightning Energy, it does 20 damage, plus 10 to any Pokémon on the Bench. That's great! 30 damage for 2 Energy is pretty good, and when damage hits the Bench, Weakness and Resistance don't apply. This way, no Pokémon can hide. A Diglett on the Bench will be Knocked Out in 3 turns, and a Pokémon that retreats with 10 HP left can't truly escape. This *Jungle* card is the first of many that damage the Bench, and it fits nicely into a theme deck built on cards that do extra damage. It's sure to become the Pikachu that players use the most.

The new Electrode isn't as strong as the new Pikachu. It has only 10 more HP than the old one, and its signature attack costs 3 Lightning Energy for only 20 damage, plus 10 damage to each Benched Pokémon of the Defending Pokémon's type.



Grass

Jungle has some great new Grass Pokémon, especially the following.

Nidoran♀–Nidorina–Nidoqueen. Nidoran♀ is better than Nidoran♂, with 20 more HP. Expect at least some damage out of the three flips you get for 1 Grass Energy, each flip worth 10 damage. This Pokémon allows you to search your deck for any Nidoran, male or female, and put it on your Bench for 2 Grass Energy, proving very useful in some games.

At 70 HP, Nidorina is harder to Knock Out than Nidorino. She has the same double coin-flip attack, for up to 60 damage, but also a convenient attack for 1 Grass Energy with a 50 percent chance of Confusing your opponent.

Nidoqueen has 90 HP, the same as Nidoking. The Boyfriends attack isn't that great, but it still does at least 20 damage for 1 Grass and 1 Colorless Energy. Plus, this attack makes Nidoking a card you might want to build up on the Bench, like Blastoise, Venusaur, and Alakazam. Finally, Nidoqueen does 50 damage for 4 Energy. Expect the new Nidoran ♀ Evolution series to be popular in Grass decks.

Exeggcute–Exeggutor. Exeggcute is good, with 50 HP and an attack that heals itself, but Exeggutor is great. Pile on 4 or 5 Energy, and then dare the Defending Pokémon to survive a Big Eggsplosion for up to 80 or 100 damage. Unlike most other heavy hitters, Exeggutor doesn't have to discard a single card to make this attack; except for Fire, most Pokémon do *not* discard Energy to attack. (Exeggutor also comes with a built-in Switch power when it's your Active Pokémon.)

Oddish–Gloom–Vileplume. Oddish has 50 HP and a Paralyze attack for 1 Grass Energy, plus a Sprout attack similar to the Nidoran ♀'s Call for Family.

For 1 Grass Energy Gloom Poisons an opponent. Next turn, Confuse your opponent and do 20 damage for only 2 Grass Energy. Because this also Confuses Gloom, carry enough Switches (or evolve into Vileplume) to dissolve the Confusion. Your opponent's Pokémon might be left Confused and Poisoned — a bad state to be in. For that matter, because the Retreat Cost is only 1, you can afford an attempt to retreat once per turn until Gloom is un-Confused.

Vileplume's power can remove 10 damage from any Pokémon. Its attack, for 3 Grass Energy, lets you flip 3 coins, for a whopping 40 damage per heads. Rather than spending cards to clear the Confusion, you might just attack again. Either Vileplume takes 20 damage or the Defender takes up to 120 damage. The odds are in your favor.

Scyther is a beefy Basic Pokémon, with 70 HP. It requires 3 Grass Energy to attack for an unimpressive 30 damage, but that's only if it hasn't had the chance to dance first. 60 every other turn is generally better than 30 per turn, because that first 30 damage can be absorbed by Resistance and other annoying defenses. Against a Defending Pokémon with a Grass Weakness, just Slash every turn.



Psychic

Mr. Mime is the only new Psychic card in *Jungle*, but it's a good one, preventing attacks of 30 damage or greater. This is an excellent card to use against the stronger Pokémon that emerge late in the game. It is *very* scary with Alakazam — it can only be hit for 10 or 20 damage per turn, and Alakazam can siphon off that much damage without blinking an eye.



Fighting

Jungle has three new Fighting pairs, Mankey-Primeape, Cubone-Marowak, and Rhyhorn-Rhydon. Mankey isn't a fighter, it's a peeker. It shows you any one card you choose, once per turn — a random card in your opponent's hand, the top card of your deck, one of your Prizes, the top card in your opponent's deck — *any* card. When Mankey gets a craving to fight, it evolves into Primeape. For 2 Fighting Energy, flip 3 coins and do 20 damage times the number of heads. Add one more Energy of any type and it does 50, plus you flip a coin. On tails, Primeape is Confused. The obvious combo is with a Trainer such as Switch or Full Heal.

Cubone is unimpressive in most cases, but Marowak can do up to 60 damage for 2 Fighting Energy, and can pull any Basic Fighting Pokémon out of your deck.

Rhyhorn can also be unimpressive, but Rhydon has a 4-Fighting-Energy attack for 50 damage. This attack also acts like a Gust of Wind, sending the Defending Pokémon back to the Bench. In the right circumstances, Rhydon is just the Pokémon you need.



Water

Water gets three Pokémon. Goldeen has 40 HP, no Retreat Cost, and a 1-Water-Energy attack for 10 damage, making it a fairly weak addition. Evolve it to Seaking and it gains 30 HP and has the same attack, as well as a new 2-Energy attack that does 30 damage — not bad, but you must evolve to get to it, and it doesn't turn into anything better.

Vaporeon is an evolution from Eevee.

Colorless

The ultimate Pokémon in this set might well be the Colorless Pokémon Kangaskhan. It's a Basic card with 90 HP, 3 Retreat Cost, Weakness to Fighting, and Resistance to Psychic. For 1 Colorless Energy, you draw a card as an attack. For 4 Colorless Energy, flip 4 coins and do 20 times the number of heads, as with Jolteon's attack. This card comes close to being perfect. Its 90 HP gives it great stall potential, and you can draw a card for 1 Energy, speeding your gameplay. If you feel like attacking, you can be drawing cards as you build up the 4 Energy you need to use its vicious attack — up to 80 damage. This card might be the best in *Jungle*.



Enhancing Basic Decks

Here are examples of what the *Jungle* expansion can (and can't) do for basic deck types. We'll also look at a new Evolution series and a new deck type based on Eevee Pokémon.

Haymaker

Haymaker decks gain from Primeape, Rhyhorn, Kangaskhan, and Eevee's three Evolutions (Flareon, Jolteon, and Vaporeon), plus other new efficient attackers. *Jungle* helps Fighting Haymaker decks most of all, especially since Marowak can get Hitmonchan and other Fighting Pokémon out more quickly than before. With these improvements, a Haymaker deck is a lot tougher.

Big Evolution

There are several prime Evolution series in *Jungle*, including Nidoran ♀—Nidorina—Nidoqueen, Eevee and its Evolutions, and Exeggcute—Exeggutor. They aren't particularly stronger than other Big Evolution series, but they do provide more options for interesting decks.

Disruption

Mr. Mime is great for Stall and other Disruption decks. The Alakazam combo with this card is powerful, and combined with stalling cards like Mewtwo, Disruption decks could make new friends. Mr. Mime is a powerful card and great for late in a game, when it's likely all Pokémon are doing 30 damage or more every turn.

Eevee Evolution Deck

Eevee is a Basic Colorless Pokémon that can evolve into 3 Energy types of Stage 1 Pokémon. Flareon is a Fire card, Vaporeon is a Water card, and Jolteon is a Lightning card. Eevee creates a new style of deck that adjusts to each new opposing deck, focusing on cards that avoid opponents' strengths and prey on their weaknesses.





Eevee itself has 50 HP. Eevee and all its Evolutions have 1 Retreat Cost and an attack for 2 Colorless Energy that does at least 10 damage.

Flip a coin, and it does 20 more on heads, for 30 damage. Eevee has an attack like Rhyhorn's, with a 50 percent chance of the Defending Pokémon not attacking next turn.

Flareon, the Fire Evolution, changes its Weakness to the typical Fire Weakness, Water. It has 70 HP, and a move for 2 Fire and 2 Colorless Energy that does 60, but you have to discard 1 Fire Energy afterward.

Jolteon, the Lightning Evolution, also has 70 HP, and keeps Eevee's Fighting Weakness. For 2 Lightning and 1 Colorless Energy, you flip 4 coins, and it does 20x the number of heads in damage — very powerful.

Vaporeon, the Water Evolution, is weak to Lightning and has 80 HP. For 2 Water and 1 Colorless Energy, it has a Water Gun attack for an initial 30, but can go up to 50 with another 2 Water Energy.

Eevee and its Evolutions are great additions to any dual-type decks, providing an opportunity to evolve according to the kind of Energy you have in your hand. In all, they're some of this set's best cards.



Pokémon
Gotta catch 'em all!

TRADING CARD GAME

Water Blast



Hold your opponent's Pokémon at bay with Fighting and Colorless Pokémon until it's time to bring out the big guns—evolved Fighting and Water Pokémon—in this Water Blast deck!

Energy (28)

- 14 Fighting
- 14 Water

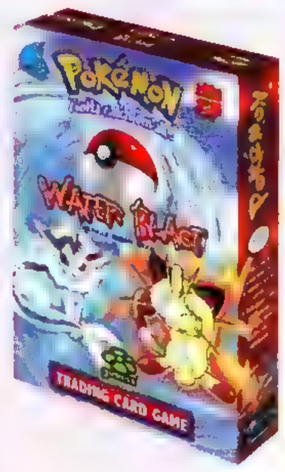
Pokémon (24)

- 2 Machop
- 3 Rhyhorn
- 2 Poliwhirl
- 1 Vaporeon
- 4 Meowth
- 1 Rhydon
- 4 Poliwag
- 1 Seel
- 4 Eevee
- 2 Persian

Trainers (8)

- 2 Gust of Wind
- 1 Professor Oak
- 1 Switch
- 2 Potion
- 2 Super Potion

Delayed Blast



The Water Blast deck uses Fighting and Colorless Pokémon to stall for time while you build up a Water Pokémon toting a Water Gun. This version of the deck focuses more on Water Guns by adding Poliwrath and another Vaporeon. Adding Dewgong and another Seel gives the deck some needed Water power (as does swapping out Fighting Energy for Water Energy).



Remove:

- 4 Fighting
- 2 Meowth
- 1 Rhyhorn
- 1 Persian

Add:

- 4 Water
- 1 Poliwrath
- 1 Vaporeon
- 1 Dewgong
- 1 Seel

You now have:

Energy (28)

- 10 Fighting
- 18 Water

Pokémon (24)

- 2 Machop
- 2 Rhyhorn
- 4 Poliwag
- 1 Poliwrath
- 2 Vaporeon
- 2 Meowth
- 1 Rhydon
- 1 Dewgong
- 2 Poliwhirl
- 2 Seel
- 4 Eevee
- 1 Persian

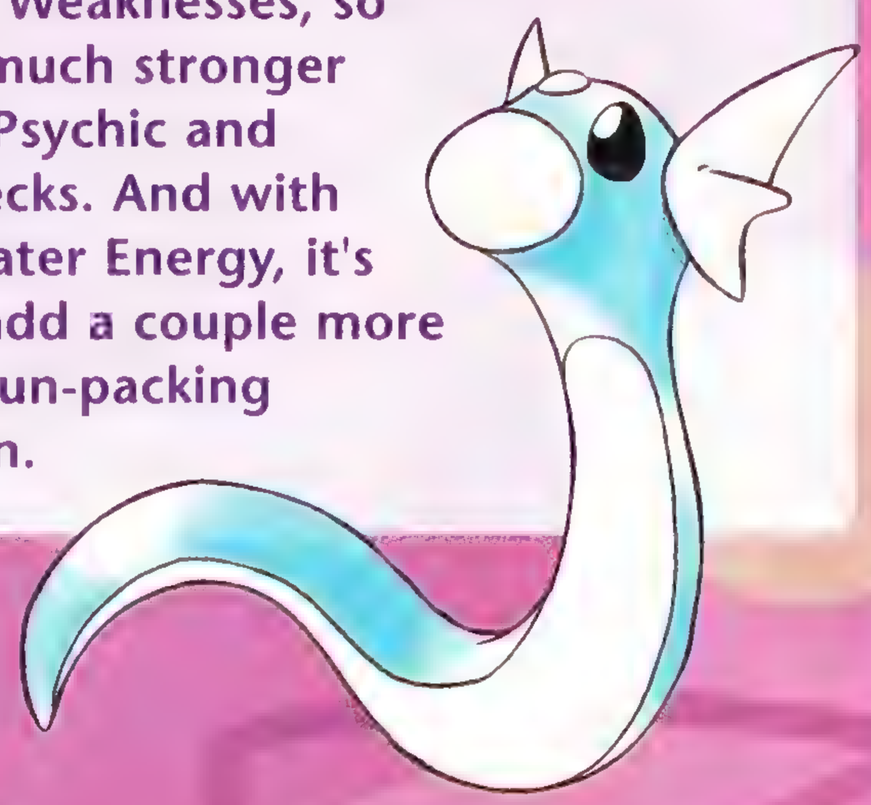
Trainers (8)

- 2 Gust of Wind
- 1 Professor Oak
- 1 Switch
- 2 Potion
- 2 Super Potion

Mono-Color Water Blast



What happens when you get rid of the Fighting Pokémon in this deck? For one thing, you suddenly find you don't need 14 Fighting Energy: you'll never have a useless Energy card in your hand with this tuned deck. Find Colorless Pokémon that can replace the Fighting Pokémon, and then turn all the Energy into Water Energy: Dratini and Dragonair are made to order. Their punch might be a tad weaker than the Fighting Pokémon they replace, but they have no Weaknesses, so they're much stronger against Psychic and Grass decks. And with more Water Energy, it's safe to add a couple more Water Gun-packing Pokémon.





Energy (28)

- 14 Fighting
- 14 Water

Pokémon (24)

- 2 Machop
- 3 Rhyhorn
- 2 Poliwhirl
- 1 Vaporeon
- 4 Meowth
- 1 Rhydon
- 4 Poliwag
- 1 Seel
- 4 Eevee
- 2 Persian

Trainers (8)

- 2 Gust of Wind
- 1 Professor Oak
- 1 Switch
- 2 Potion
- 2 Super Potion

Remove:

- 14 Fighting
- 1 Rhydon
- 2 Machop
- 3 Rhyhorn

Add:

- 14 Water
- 1 Vaporeon
- 2 Dratini
- 1 Double-Colorless
- 1 Poliwrath
- 2 Dragonair

You now have:

Energy (28)

- 28 Water

Pokémon (24)

- 4 Poliwag
- 1 Poliwrath
- 2 Vaporeon
- 2 Dratini
- 4 Meowth
- 2 Poliwhirl
- 1 Seel
- 2 Dragonair
- 4 Eevee
- 2 Persian

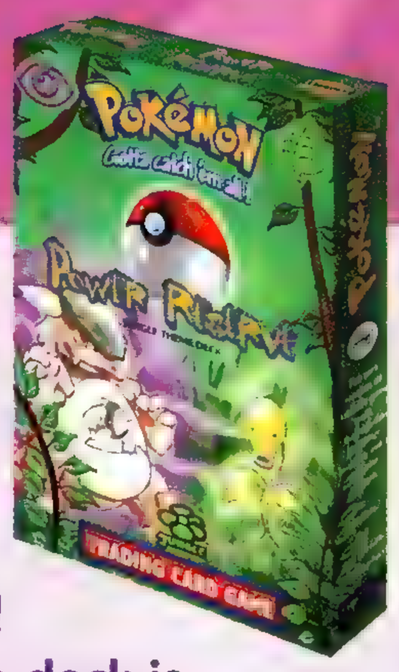
Trainers (8)

- 2 Gust of Wind
- 1 Professor Oak
- 1 Switch
- 2 Potion
- 2 Super Potion

POKÉMON
Gotta catch 'em all!

TRADING CARD GAME

Power Reserve



Pokémon, unite! With this Power Reserve deck, your Grass and Psychic Pokémon will swarm to each other's aid! The goal of the Power Reserve deck is for your Pokémon to bring out more and more friends and family Pokémon, with Nidoran ♀, Bellsprout, and Oddish leading the charge. Then, once you've filled your Bench, you can upgrade to Nidorina, Weepinbell, and Gloom to turn the tide in your favor! Use Jynx, Abra, and Kadabra to back up your Grass Pokémon, and you'll be victorious.

Energy (28)

- 17 Grass
- 11 Psychic

Pokémon (23)

- 4 Bellsprout
- 4 Nidoran ♀
- 2 Oddish
- 4 Abra
- 2 Kadabra
- 1 Gloom
- 2 Nidorina
- 2 Weepinbell
- 1 Jynx
- 1 Kangaskhan

Trainers (9)

- 2 Bill
- 1 Pokédex
- 1 Switch
- 2 Gust of Wind
- 3 Potion

Powered Wave



Here's one way to give this Power Reserve deck even more awesome Pokémon power. Wigglytuff's "Do the Wave" attack fits right in with the Power Reserve theme. Just make sure Wigglytuff has five Benched Pokémon to work with at all times!



Remove:

- 1 Gloom
- 2 Oddish
- 1 Jynx
- 1 Kangaskhan
- 1 Gust of Wind

Add:

- 4 Jigglypuff
- 2 Wigglytuff

You now have:

Energy (28)

- 17 Grass
- 11 Psychic

Pokémon (24)

- 4 Bellsprout
- 4 Nidoran ♀
- 2 Nidorina
- 2 Weepinbell
- 4 Abra
- 2 Kadabra
- 4 Jigglypuff
- 2 Wigglytuff

Trainers (8)

- 2 Bill
- 1 Pokédex
- 1 Switch
- 1 Gust of Wind
- 3 Potion

Fresh Reserves



Some tuning is remarkably easy to plan. In this case, you'll add three of the best new Pokémon in the *Jungle* set—Scyther, Exeggcute, and Exeggutor. This tuning needn't happen all at once. Each time you get one of these three Pokémon, just replace one of the original cards from the Power Reserve deck.



Energy (28)

- 17 Grass
- 11 Psychic

Pokémon (23)

- 4 Bellsprout
- 4 Nidoran ♀
- 2 Oddish
- 4 Abra
- 2 Kadabra
- 1 Gloom
- 2 Nidorina
- 2 Weepinbell
- 1 Jynx
- 1 Kangaskhan

Trainers (9)

- 2 Bill
- 1 Pokédex
- 1 Switch
- 2 Gust of Wind
- 3 Potion

Remove:

- 1 Psychic
- 1 Nidoran ♀
- 1 Abra
- 4 Bellsprout
- 2 Weepinbell

Add:

- 4 Exeggcute
- 3 Scyther
- 2 Exeggutor

You now have:

Energy (27)

- 17 Grass
- 10 Psychic

Pokémon (24)

- 4 Exeggcute
- 1 Gloom
- 2 Nidorina
- 3 Scyther
- 1 Jynx
- 1 Kangaskhan
- 2 Exeggutor
- 3 Nidoran ♀
- 2 Oddish
- 3 Abra
- 2 Kadabra

Trainers (9)

- 2 Bill
- 1 Pokédex
- 1 Switch
- 2 Gust of Wind
- 3 Potion

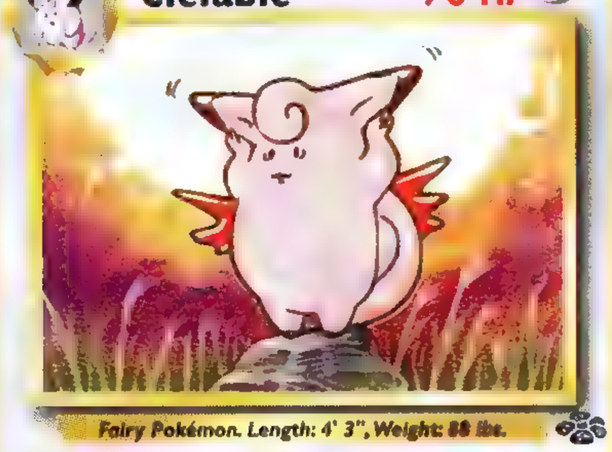
Jungle Cards

There are 64 new cards in the *Jungle* set. The first 16 cards are holographic; the next 16 are the same rare cards, without a holographic background. (We've only included a single copy of each pair of duplicates.) The next 31 cards are uncommon and common Pokémon, and the last card is a new Trainer. Note that there are new Electrode and Pikachu cards in this set, with slightly different stats; you can always include both old and new Pokémon in your deck (but no more than 4 total with any given name).

★ Rare

Evolves from Clefairy — Put Clefable on the Basic Pokémon

Clefable 70 HP



Fairy Pokémon. Length: 4' 3", Weight: 88 lbs.

Metronome Choose 1 of the Defending Pokémon's attacks. Metronome copies that attack except for its Energy costs and anything else required in order to use that attack, such as discarding Energy cards. *(No matter what type the Defending Pokémon is, Clefable's type is still Colorless.)*

Minimize All damage done by attacks to Clefable during your opponent's next turn is reduced by 20 *(after applying Weakness and Resistance)*.

weakness	resistance	retreat cost
	-30	★★

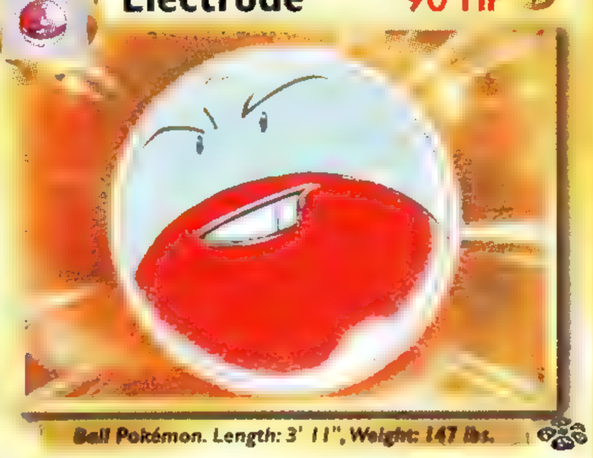
A timid Fairy Pokémon that is rarely seen. It will run and hide the moment it senses people. LV. 34 #36

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★ Rare

Evolves from Voltorb — Put Electrode on the Basic Pokémon

Electrode 90 HP



Ball Pokémon. Length: 3' 11", Weight: 147 lbs.

Tackle 20

Chain Lightning If the Defending Pokémon isn't Colorless, this attack does 10 damage to each Benched Pokémon of the same type as the Defending Pokémon *(including your own)*. 20

weakness	resistance	retreat cost
		★

It stores electrical energy under very high pressure. It often explodes with little or no provocation. LV. 42 #101

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★ Rare

Evolves from Eevee — Put Flareon on the Basic Pokémon

Flareon 70 HP



Flame Pokémon. Length: 2' 11", Weight: 55 lbs.

Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+

Flamethrower Discard 1 Fire Energy card attached to Flareon in order to use this attack. 60

weakness	resistance	retreat cost
		★

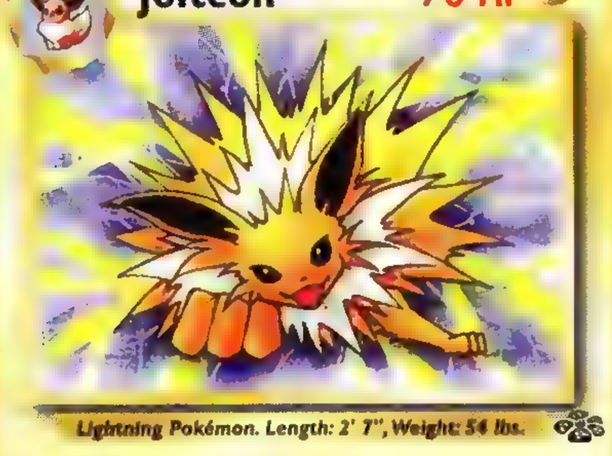
When storing thermal energy in its body, its temperature could soar to over 1600 degrees. LV. 28 #136

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★ Rare

Evolves from Eevee — Put Jolteon on the Basic Pokémon

Jolteon 70 HP



Lightning Pokémon. Length: 2' 7", Weight: 54 lbs.

Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+

Pin Missile Flip 4 coins. This attack does 20 damage times the number of heads. 20x

weakness	resistance	retreat cost
		★

It accumulates negative ions from the atmosphere to blast out 10,000-volt lightning bolts. LV. 29 #135

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★ Rare

Basic Pokémon

Kangaskhan 90 HP



Parent Pokémon. Length: 7' 3", Weight: 176 lbs.

Fetch Draw a card.

Comet Punch Flip 4 coins. This attack does 20 damage times the number of heads. 20x

weakness	resistance	retreat cost
	-30	★★★

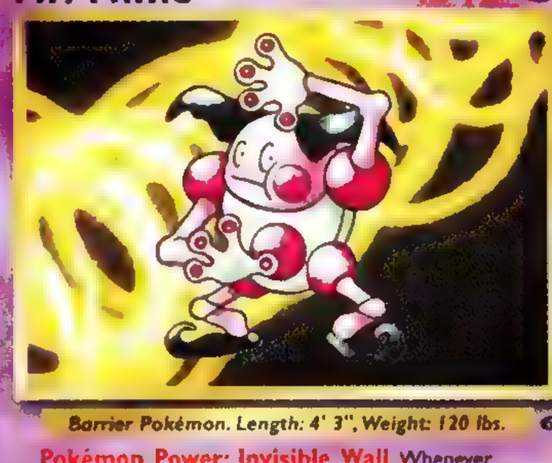
The infant rarely ventures out of its mother's protective pouch until it is three years old. LV. 40 #115

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★ Rare

Basic Pokémon

Mr. Mime 40 HP



Barrier Pokémon. Length: 4' 3", Weight: 120 lbs.

Pokémon Power: Invisible Wall Whenever an attack *(including your own)* does 30 or more damage to Mr. Mime *(after applying Weakness and Resistance)*, prevent that damage. *(Any other effects of attacks still happen.)* This power can't be used if Mr. Mime is Asleep, Confused, or Paralyzed.

Meditate Does 10 damage plus 10 more damage for each damage counter on the Defending Pokémon. 10+

weakness	resistance	retreat cost
		★

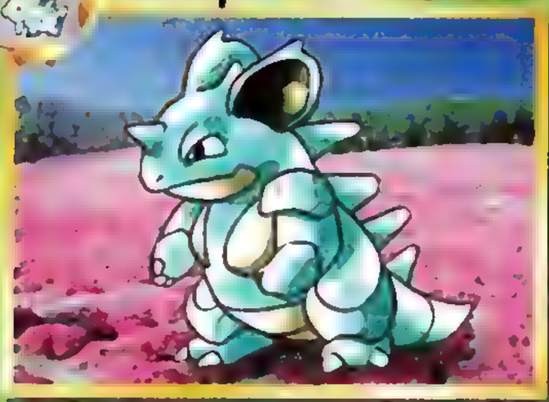
If interrupted while miming, it will slap around the enemy with its broad hands. LV. 28 #122

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★ Rare

Evolves from Nidorina — Put Nidoqueen on the Stage 1 card

STAGE 2 **Nidoqueen** 90 HP



Drill Pokémon. Length: 4' 3", Weight: 132 lbs.

Boyfriends Does 20 damage plus 20 more damage for each Nidoking you have in play. 20+

Mega Punch 50

weakness | resistance | retreat cost

Its hard scales provide strong protection. It uses its hefty bulk to execute powerful moves. LV. 43 #31

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★ Rare

Evolves from Pidgeotto — Put Pidgeot on the Stage 1 card

STAGE 2 **Pidgeot** 80 HP



Bird Pokémon. Length: 4' 11", Weight: 87 lbs.

Wing Attack 20

Hurricane Unless this attack Knocks Out the Defending Pokémon, return the Defending Pokémon and all cards attached to it to your opponent's hand. 30

weakness | resistance | retreat cost

-30

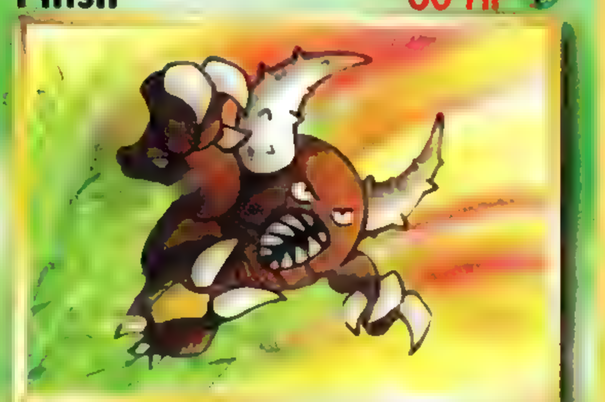
When hunting, it skims the surface of water at high speed to pick off unwary prey such as Magikarp. LV. 40 #18

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★ Rare

Basic Pokémon

Pinsir 60 HP



Stagbeetle Pokémon. Length: 4' 11", Weight: 121 lbs.

Irongrip Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

Guillotine 50

weakness | resistance | retreat cost

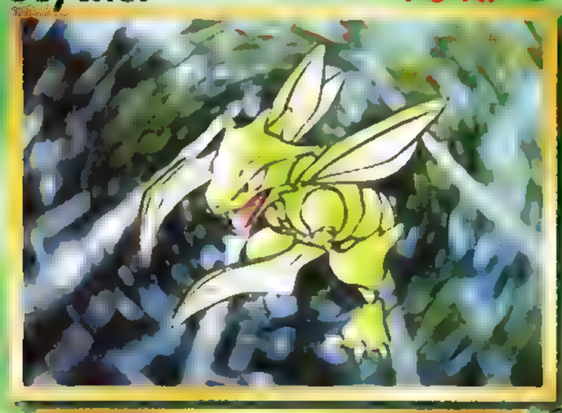
If it fails to crush the victim in its pincers, it will swing its victim around and toss it hard. LV. 24 #127

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★ Rare

Basic Pokémon

Scyther 70 HP



Mantis Pokémon. Length: 4' 11", Weight: 123 lbs.

Swords Dance During your next turn, Scyther's Slash attack's base damage is 60 instead of 30.

Slash 30

weakness | resistance | retreat cost

-30

With ninja-like agility and speed, it can create the illusion that there is more than one of it. LV. 25 #123

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★ Rare

Basic Pokémon

Snorlax 90 HP



Sleeping Pokémon. Length: 6' 11", Weight: 1,014 lbs.

Pokémon Power: Thick Skinned

Snorlax can't become Asleep, Confused, Paralyzed, or Poisoned. This power can't be used if Snorlax is already Asleep, Confused, or Paralyzed.

Body Slam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 30

weakness | resistance | retreat cost

-30

Very lazy. Just eats and sleeps. As its rotund bulk builds, it becomes steadily more slothful. LV. 20 #143

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★ Rare

Evolves from Eevee — Put Vaporeon on the Basic Pokémon

STAGE 1 **Vaporeon** 80 HP



Bubble Jet Pokémon. Length: 3' 3", Weight: 64 lbs.

Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+

Water Gun Does 30 damage plus 10 more damage for each Energy attached to Vaporeon but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count. 30+

weakness | resistance | retreat cost

Lives close to water. Its long tail is ridged with a fin that is often mistaken for a mermaid's. LV. 42 #134

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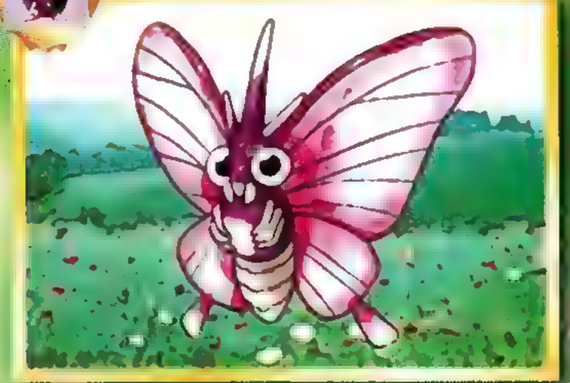
Pokémon
Gotta catch 'em all!

TRADING CARD GAME

★ Rare

Evolves from Venonat — Put Venomoth on the Basic Pokémon

STAGE 1 **Venomoth** 70 HP



Poisonmoth Pokémon. Length: 4' 11", Weight: 28 lbs.

Pokémon Power: Shift Once during your turn *(before your attack)*, you may change the type of Venomoth to the type of any other Pokémon in play other than Colorless. This power can't be used if Venomoth is Asleep, Confused, or Paralyzed.

Venom Powder Flip a coin. If heads, the Defending Pokémon is now Confused and Poisoned. — 10

weakness	resistance	retreat cost
	-30	

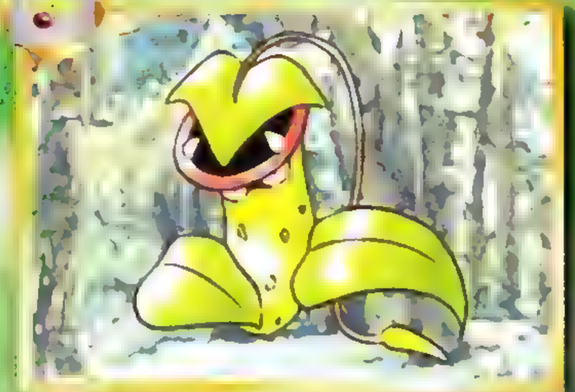
The dust-like scales covering its wings are color coded to indicate the kinds of poison it has. LV. 28 #49

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★ Rare

Evolves from Weepinbell — Put Victreebel on the Stage 1 Card

STAGE 2 **Victreebel** 80 HP



Flycatcher Pokémon. Length: 5' 7", Weight: 34 lbs.

Lure If your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.

Acid Flip a coin. If heads, the Defending Pokémon can't retreat during your opponent's next turn. — 20

weakness	resistance	retreat cost
		★ ★

Said to live in huge colonies deep in jungles, although no one has ever returned from there. LV. 42 #71

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★ Rare

Evolves from Gloom — Put Vileplume on the Stage 1 card

STAGE 2 **Vileplume** 80 HP



Flower Pokémon. Length: 3' 11", Weight: 41 lbs.

Pokémon Power: Heal Once during your turn *(before your attack)*, you may flip a coin. If heads, remove 1 damage counter from 1 of your Pokémon. This power can't be used if Vileplume is Asleep, Confused, or Paralyzed.

Petal Dance Flip 3 coins. This attack does 40 damage times the number of heads. Vileplume is now Confused *(after doing damage)*. — 40×

weakness	resistance	retreat cost
		★ ★

The larger its petals, the more toxic poison it contains. Its big head is heavy and hard to hold up. LV. 35 #45

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★ Rare

Evolves from Jigglypuff — Put Wigglytuff on the Basic Pokémon

STAGE 1 **Wigglytuff** 80 HP ★



Balloon Pokémon. Length: 3' 3", Weight: 26 lbs.

Lullaby The Defending Pokémon is now Asleep.

Do the Wave Does 10 damage plus 10 more damage for each of your Benched Pokémon. — 10+

weakness	resistance	retreat cost
	-30	★ ★

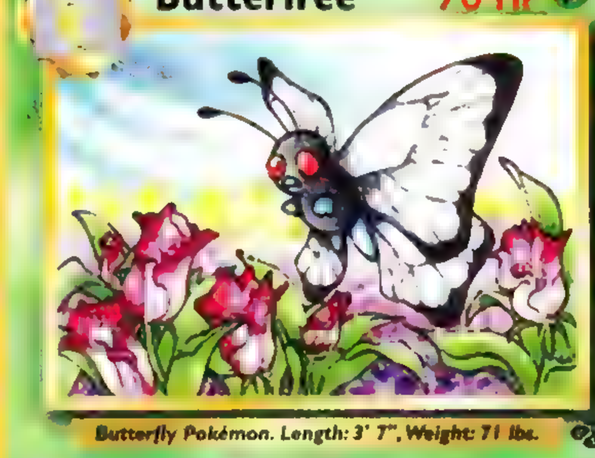
The body is soft and rubbery. When angered, it will suck in air and inflate itself to an enormous size. LV. 36 #40

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♦ Uncommon

Evolves from Metapod — Put Butterfree on the Stage 1 card

STAGE 2 **Butterfree** 70 HP



Butterfly Pokémon. Length: 3' 7", Weight: 71 lbs.

Whirlwind If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon.)* — 20

Mega Drain Remove a number of damage counters from Butterfree equal to half the damage done to the Defending Pokémon *(after applying Weakness and Resistance)* (rounded up to the nearest 10). — 40

weakness	resistance	retreat cost
	-30	

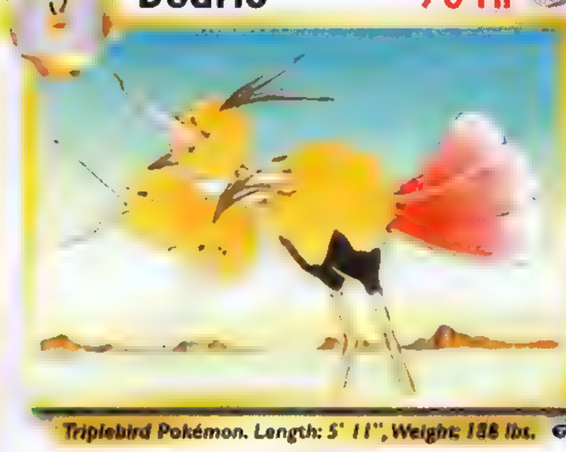
In battle, it flaps its wings at high speed to release highly toxic dust into the air. LV. 28 #12

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♦ Uncommon

Evolves from Dodue — Put Dodrio on the Basic Pokémon

STAGE 1 **Dodrio** 70 HP ★



Triplebird Pokémon. Length: 5' 11", Weight: 188 lbs.

Pokémon Power: Retreat Aid As long as Dodrio is Benched, pay ★ less to retreat your Active Pokémon.

Rage Does 10 damage plus 10 more damage for each damage counter on Dodrio. — 10+

weakness	resistance	retreat cost
ϟ	-30	

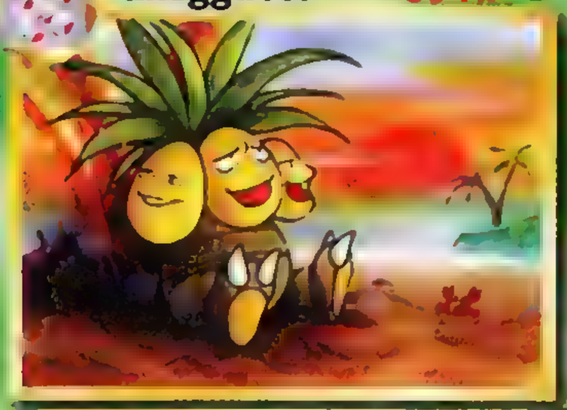
Uses its three brains to execute complex plans. While two heads sleep, one head stays awake. LV. 28 #85

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Uncommon

Evolves from Exeggcute — Put Exeggutor on the Basic Pokémon

Exeggutor 80 HP



Coconut Pokémon. Length: 6' 7", Weight: 265 lbs.

Teleport Switch Exeggutor with 1 of your Benched Pokémon.

Big Eggsplosion Flip a number of coins equal to the number of Energy attached to Exeggutor. This attack does 20 damage times the number of heads. — 20x

weakness | resistance | retreat cost

Legend has it that on rare occasions, one of its heads will drop off and continue on as an Exeggcute. LV. 35 #103

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Uncommon

Evolves from Spearow — Put Fearow on the Basic Pokémon

Fearow 70 HP



Beak Pokémon. Length: 3' 11", Weight: 84 lbs.

Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Fearow. — 20

Drill Peck — 40

weakness | resistance: -30 | retreat cost

With its huge and magnificent wings, it can keep aloft without ever having to land for rest. LV. 27 #22

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Uncommon

Evolves from Oddish — Put Gloom on the Basic Pokémon

Gloom 60 HP



Weed Pokémon. Length: 2' 7", Weight: 19 lbs.

Poisonpowder The Defending Pokémon is now Poisoned.

Foul Odor Both the Defending Pokémon and Gloom are now Confused *(after doing damage)*. — 20

weakness | resistance | retreat cost

The fluid that oozes from its mouth isn't drool; it is a nectar that is used to attract prey. LV. 22 #44

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Uncommon

Basic Pokémon

Lickitung 90 HP



Licking Pokémon. Length: 3' 11", Weight: 144 lbs.

Tongue Wrap Flip a coin. If heads, the Defending Pokémon is now Paralyzed. — 10

Supersonic Flip a coin. If heads, the Defending Pokémon is now Confused.

weakness | resistance: -30 | retreat cost

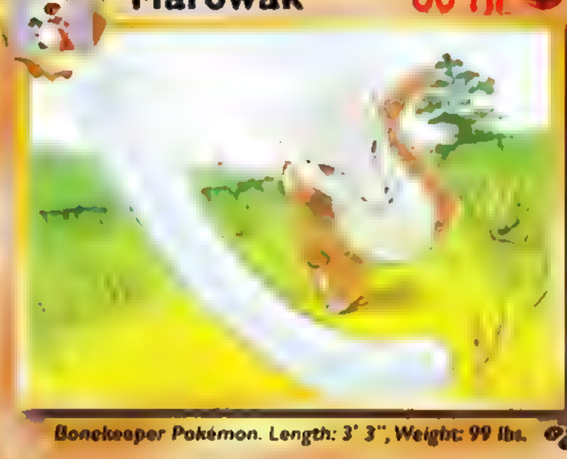
Its tongue can be extended like a chameleon's. It leaves a stinging sensation when it licks enemies. LV. 26 #108

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Uncommon

Evolves from Cubone — Put Marowak on the Basic Pokémon

Marowak 60 HP



Bonekeeper Pokémon. Length: 3' 3", Weight: 99 lbs.

Bonemerang Flip 2 coins. This attack does 30 damage times the number of heads. — 30x

Call for Friend Search your deck for a Basic Pokémon card and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*

weakness | resistance: -30 | retreat cost

The bone it holds is its key weapon. It throws the bone skillfully like a boomerang to K.O. targets. LV. 26 #105

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Uncommon

Evolves from Nidoran ♀ — Put Nidorina on the Basic Pokémon

Nidorina 70 HP



Poison Pin Pokémon. Length: 2' 7", Weight: 44 lbs.

Supersonic Flip a coin. If heads, the Defending Pokémon is now Confused.

Double Kick Flip 2 coins. This attack does 30 damage times the number of heads. — 30x

weakness | resistance | retreat cost

The female's horn develops slowly. Prefers physical attacks such as clawing and biting. LV. 24 #30

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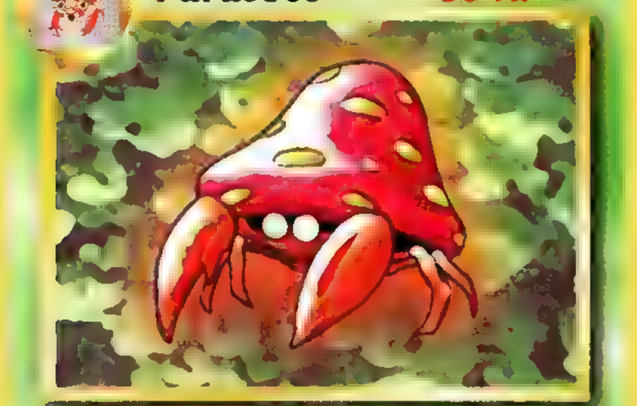
Pokémon Gotta catch 'em all!

TRADING CARD GAME

Uncommon

Evolves from Paras — Put Parasect on the Basic Pokémon

STAGE 1 **Parasect** 60 HP



Mushroom Pokémon. Length: 3' 3", Weight: 65 lbs.

Spore The Defending Pokémon is now Asleep.

Slash 30

weakness — resistance — retreat cost

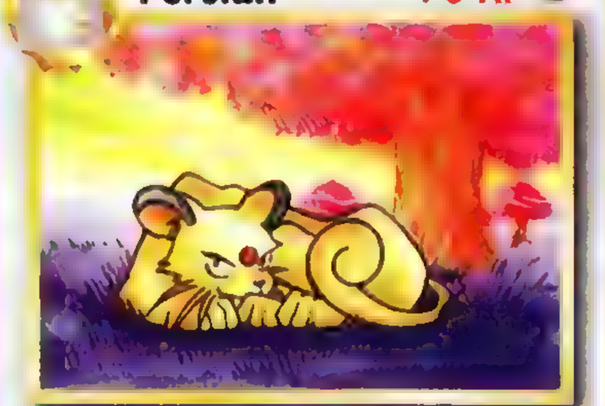
A host-parasite pair in which the parasite mushroom has taken over the host bug. Prefers damp places. LV. 28 #47

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Uncommon

Evolves from Meowth — Put Persian on the Basic Pokémon

STAGE 1 **Persian** 70 HP



Classy Cat Pokémon. Length: 3' 3", Weight: 71 lbs.

Scratch 20

Pounce If the Defending Pokémon attacks Persian during your opponent's next turn, any damage done by the attack is reduced by 10 *(after applying Weakness and Resistance).* *(Benching either Pokémon ends this effect.)* 30

weakness — resistance -30 — retreat cost

Although its fur has many admirers, it is tough to raise as a pet because of its fickle meanness. LV. 25 #53

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Uncommon

Evolves from Monkey — Put Primeape on the Basic Pokémon

STAGE 1 **Primeape** 70 HP



Pig Monkey Pokémon. Length: 3' 3", Weight: 71 lbs.

Fury Swipes Flip 3 coins. This attack does 20 damage times the number of heads. 20x

Tantrum Flip a coin. If tails, Primeape is now Confused *(after doing damage).* 50

weakness — resistance — retreat cost

Always furious and tenacious to boot. It will not abandon chasing its quarry until its quarry is caught. LV. 35 #57

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Uncommon

Evolves from Ponyta — Put Rapidash on the Stage 1 card

STAGE 1 **Rapidash** 70 HP



Fire Horse Pokémon. Length: 5' 7", Weight: 209 lbs.

Stomp Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. 20+

Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Rapidash. 30

weakness — resistance — retreat cost

Very competitive, this Pokémon will chase anything that moves fast in the hopes of racing it. LV. 33 #78

Uncommon

Evolves from Rhyhorn — Put Rhydon on the Basic Pokémon

STAGE 1 **Rhydon** 100 HP



Drill Pokémon. Length: 6' 3", Weight: 265 lbs.

Horn Attack 30

Ram Rhydon does 20 damage to itself. If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. *(Do the damage before switching the Pokémon. Switch the Pokémon even if Rhydon is knocked out.)* 50

weakness — resistance -30 — retreat cost

Protected by an armor-like hide, it is capable of living in molten lava of 3600 degrees. LV. 48 #112

Uncommon

Evolves from Goldeen — Put Seaking on the Stage 1 card

STAGE 1 **Seaking** 70 HP



Goldfish Pokémon. Length: 4' 3", Weight: 86 lbs.

Horn Attack 10

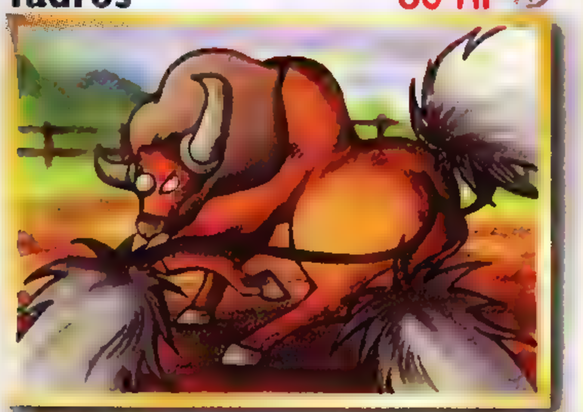
Waterfall 30

weakness — resistance — retreat cost

In the autumn spawning season, they can be seen swimming powerfully up rivers and creeks. LV. 28 #119

Uncommon

Basic Pokémon
Tauros 60 HP



Wild Bull Pokémon. Length: 4' 7", Weight: 195 lbs.

Stomp Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. 20+

Rampage Does 20 damage plus 10 more damage for each damage counter on Tauros. Flip a coin. If tails, Tauros is now Confused *(after doing damage)*. 20+

weakness	resistance	retreat cost
	-30	

When it targets an enemy, it charges furiously while whipping its body with its long tails. LV. 32 #128

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Uncommon

Evolves from Bellsprout *Put Weepinbell on the Basic Pokémon*
Weepinbell 70 HP



Flycatcher Pokémon. Length: 3' 3", Weight: 14 lbs.

Poisonpowder Flip a coin. If heads, the Defending Pokémon is now Poisoned. 10

Razor Leaf 30

weakness	resistance	retreat cost

It spits out poisonpowder to immobilize the enemy, and then finishes the enemy with a spray of acid. LV. 28 #70

Illus. Kagemaru Himeno ©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999 Wizards 49/64

Common

Basic Pokémon
Bellsprout 40 HP



Flower Pokémon. Length: 2' 4", Weight: 9 lbs.

Vine Whip 10

Call for Family Search your deck for a Basic Pokémon named Bellsprout and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*

weakness	resistance	retreat cost

A carnivorous Pokémon that traps and eats bugs. It uses its root feet to soak up needed moisture. LV. 11 #69

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Common

Basic Pokémon
Cubone 40 HP



Lonely Pokémon. Length: 1' 4", Weight: 14 lbs.

Snivel If the Defending Pokémon attacks Cubone during your opponent's next turn, any damage done by the attack is reduced by 20 *(after applying Weakness and Resistance)*. *(Benching either Pokémon ends this effect.)*

Rage Does 10 damage plus 10 more damage for each damage counter on Cubone. 10+

weakness	resistance	retreat cost
	-30	

Because it never removes its skull helmet, no one has ever seen this Pokémon's real face. LV. 13 #104

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Common

Basic Pokémon
Eevee 50 HP



Evolution Pokémon. Length: 1' 0", Weight: 14 lbs.

Tail Wag Flip a coin. If heads, the Defending Pokémon can't attack Eevee during your opponent's next turn. *(Benching either Pokémon ends this effect.)*

Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+

weakness	resistance	retreat cost
	-30	

Its genetic code is irregular. It may mutate if it is exposed to radiation from elemental stones. LV. 12 #133

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Common

Basic Pokémon
Exeggcute 50 HP



Egg Pokémon. Length: 1' 4", Weight: 6 lbs.

Hypnosis The Defending Pokémon is now Asleep.

Leech Seed Unless all damage from this attack is prevented, you may remove 1 damage counter from Exeggcute. 20

weakness	resistance	retreat cost

Often mistaken for eggs. When disturbed, they quickly gather and attack in swarms. LV. 14 #102

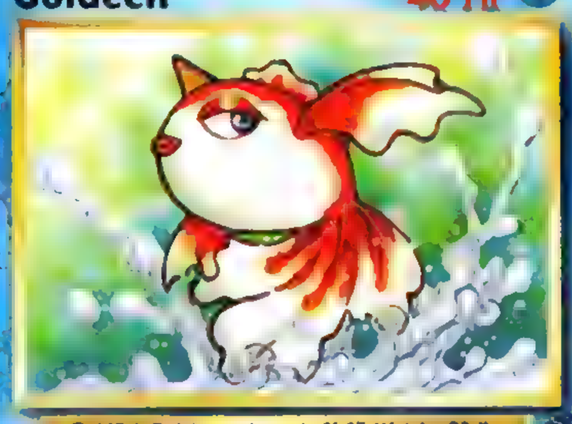
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Pokémon
Gotta catch 'em all!

TRADING CARD GAME

Common

Basic Pokémon
Goldeen 40 HP



Goldfish Pokémon. Length: 2' 0", Weight: 33 lbs.

Horn Attack 10

weakness | resistance | retreat cost

Its tail fin billows like an elegant ballroom dress, giving it the nickname "Water Queen." LV. 12 #118

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Common

Basic Pokémon
Jigglypuff 60 HP



Balloon Pokémon. Length: 1' 8", Weight: 12 lbs.

Lullaby The Defending Pokémon is now Asleep.

Pound 20

weakness | resistance | retreat cost

-30

When its huge eyes light up, it sings a mysteriously soothing melody that lulls its enemies to sleep. LV. 14 #39

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Common

Basic Pokémon
Mankey 30 HP



Pig Monkey Pokémon. Length: 1' 8", Weight: 62 lbs.

Pokémon Power: Peek Once during your turn (before your attack), you may look at one of the following: the top card of either player's deck, a random card from your opponent's hand, or one of either player's Prizes. This power can't be used if Mankey is Asleep, Confused, or Paralyzed.

Scratch 10

weakness | resistance | retreat cost

Extremely quick to anger. It could be docile one moment, then thrashing away the next. LV. 7 #56

Common

Basic Pokémon
Meowth 50 HP



Scratch Cat Pokémon. Length: 1' 4", Weight: 9 lbs.

Pay Day Flip a coin. If heads, draw a card. 10

weakness | resistance | retreat cost

-30

Adores circular objects. Wanders the streets on a nightly basis to look for dropped loose change. LV. 15 #52

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Common

Basic Pokémon
Nidoran ♀ 60 HP



Poison Pin Pokémon. Length: 1' 4", Weight: 15 lbs.

Fury Swipes Flip 3 coins. This attack does 10 damage times the number of heads. 10x

Call for Family Search your deck for a Basic Pokemon named Nidoran ♂ or Nidoran ♀ and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*

weakness | resistance | retreat cost

Although small, its venomous barbs make this Pokémon dangerous. The female has smaller horns. LV. 13 #29

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Common

Basic Pokémon
Oddish 50 HP



Weed Pokémon. Length: 1' 8", Weight: 12 lbs.

Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Sprout Search your deck for a Basic Pokémon named Oddish and put it onto your Bench. Shuffle your deck afterward. *(You can't use this attack if your Bench is full.)*

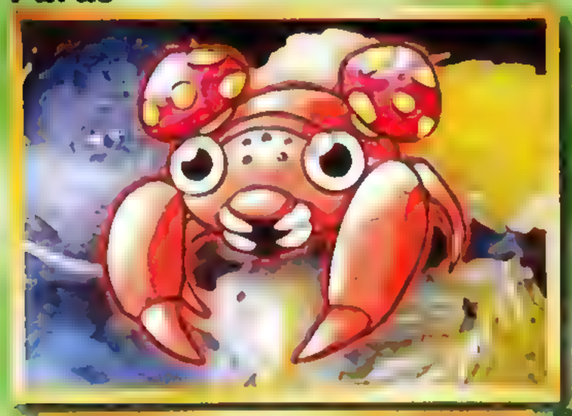
weakness | resistance | retreat cost

During the day, it keeps its face buried in the ground. At night, it wanders around sowing its seeds. LV. 8 #43

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Common

Basic Pokémon
Paras 40 HP



Mushroom Pokémon. Length: 1' 0", Weight: 12 lbs.

Scratch 20

Spore The Defending Pokémon is now Asleep.

weakness | resistance | retreat cost

Burrows to suck tree roots. The mushrooms on its back grow by drawing nutrients from the bug host. LV. 8 #46

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Common

Basic Pokémon
Pikachu 50 HP



Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.

Spark If your opponent has any Benched Pokémon, choose 1 of them and this attack does 10 damage to it. *(Don't apply Weakness and Resistance for Benched Pokémon.)* 20

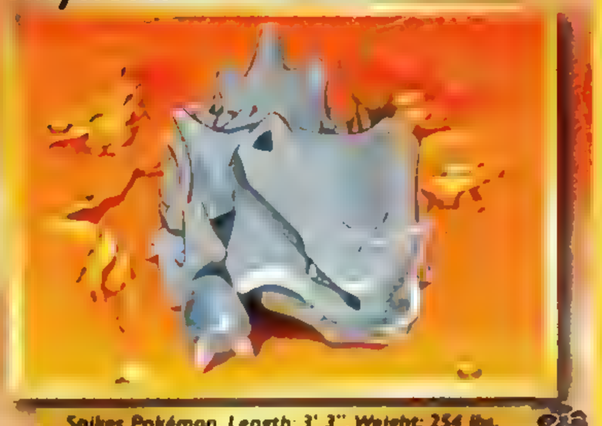
weakness | resistance | retreat cost

When several of these Pokémon gather, their electricity can build and cause lightning storms. LV. 14 #25

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Common

Basic Pokémon
Rhyhorn 70 HP



Spikes Pokémon. Length: 3' 3", Weight: 254 lbs.

Leer Flip a coin. If heads, the Defending Pokémon can't attack Rhyhorn during your opponent's next turn. *(Benching either Pokémon ends this effect.)*

Horn Attack 30

weakness | resistance -30 | retreat cost

Its massive bones are 1,000 times harder than human bones. It can easily knock a trailer flying. LV. 18 #111

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Common

Basic Pokémon
Spearow 50 HP



Tiny Bird Pokémon. Length: 1' 0", Weight: 4 lbs.

Peck 10

Mirror Move If Spearow was attacked last turn, do the final result of that attack on Spearow to the Defending Pokémon.

weakness | resistance -30 | retreat cost

Eats bugs in grassy areas. It has to flap its short wings at high speed to stay airborne. LV. 13 #21

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Common

Basic Pokémon
Venonat 40 HP



Insect Pokémon. Length: 3' 3", Weight: 66 lbs.

Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Leech Life Remove a number of damage counters from Venonat equal to the damage done to the Defending Pokémon *(after applying Weakness and Resistance).* 10

weakness | resistance | retreat cost

Lives in the shadows of tall trees where it eats insects. It is attracted by light at night. LV. 12 #48

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Common

TRAINER

Poké Ball



Flip a coin. If heads, you may search your deck for any Basic Pokémon or Evolution card. Show that card to your opponent, then put it into your hand. Shuffle your deck afterward.



TRADING CARD GAME

PokéTables

Everything you ever wanted to know about Pokémon, in 12 short pages! Most columns are self-explanatory. Card numbers that begin with "J" (for example, *Bellsprout's*) are from the *Jungle* set. Rarity has a few abbreviations: **H**olographic, **R**are, **U**ncommon, and **C**ommon. A Pokémon's Resistance reduces damage by 30.

Pokémon	Evolution	Card #	Rarity	Color	HP	Weakness	Resistance	Retreat Cost	Type	Game Boy Level	Game Boy #
Abra	Basic	43	C	●	30	●	–	0	Psi	10	63
Alakazam	2 (Kadabra)	1	H	●	80	●	–	3	Psi	42	65
Arcanine	1 (Growlithe)	23	U	●	100	●	–	3	Legendary	45	59
Beedrill	2 (Kakuna)	17	R	●	80	●	●	0	Poison Bee	32	15
Bellsprout	Basic	J49	C	●	40	●	–	1	Flower	11	69
Blastoise	2 (Wartortle)	2	H	●	100	●	–	3	Shellfish	52	9
Bulbasaur	Basic	44	C	●	40	●	–	1	Seed	13	1
Butterfree	2 (Metapod)	J33	U	●	70	●	●	0	Butterfly	28	12
Caterpie	Basic	45	C	●	40	●	–	1	Worm	13	10
Chansey	Basic	3	H	●	120	●	●	1	Egg	55	113
Charizard	2 (Charmeleon)	4	H	●	120	●	●	3	Flame	76	6
Charmander	Basic	46	C	●	50	●	–	1	Lizard	10	4
Charmeleon	1 (Charmander)	24	U	●	80	●	–	1	Flame	32	5
Clefable	1 (Clefairy)	J1/17	H/R	●	70	●	●	2	Fairy	34	36
Clefairy	Basic	5	H	●	40	●	●	1	Fairy	14	35
Cubone	Basic	J50	C	●	40	●	●	1	Lonely	13	104
Dewgong	1 (Seel)	25	U	●	80	●	–	3	Sea Lion	42	87
Diglett	Basic	47	C	●	30	●	●	0	Mole	8	50
Dodrio	1 (Doduo)	J34	U	●	70	●	●	0	Triplebird	28	85
Doduo	Basic	48	C	●	50	●	●	0	Twin Bird	10	84
Dragonair	1 (Dratini)	18	R	●	80	–	●	2	Dragon	33	148
Dratini	Basic	26	U	●	40	–	●	1	Dragon	10	147

Pokémon	Evolution	Card #	Rarity	Color	HP	Weakness	Resistance	Retreat Cost	Type	Game Boy Level	Game Boy #
Drowzee	Basic	49	C		50		–	1	Hypnosis	12	96
Dugtrio	1 (Diglett)	19	R		70			2	Mole	36	51
Eevee	Basic	J51	C		50			1	Evolution	12	133
Electabuzz	Basic	20	R		70		–	2	Electric	35	125
Electrode	1 (Voltorb)	21	R		80		–	1	Ball	40	101
Electrode	1 (Voltorb)	J2/18	H/R		90		–	1	Ball	42	101
Exeggcute	Basic	J52	C		50		–	1	Egg	14	102
Exeggutor	1 (Exeggcute)	J35	U		80		–	3	Coconut	35	103
Farfetch'd	Basic	27	U		50			1	Wild Duck	20	83
Fearow	1 (Spearow)	J36	U		70			0	Beak	27	22
Flareon	1 (Eevee)	J3/19	H/R		70		–	1	Flame	28	136
Gastly	Basic	50	C		30	–		0	Gas	8	92
Gloom	1 (Oddish)	J37	U		60		–	1	Weed	22	44
Goldeen	Basic	J53	C		40		–	0	Goldfish	12	118
Growlithe	Basic	28	U		60		–	1	Puppy	18	58
Gyarados	1 (Magikarp)	6	H		100			3	Atrocious	41	130
Haunter	1 (Gastly)	29	U		60	–		1	Gas	22	93
Hitmonchan	Basic	7	H		70		–	2	Punching	33	107
Ivysaur	1 (Bulbasaur)	30	U		60		–	1	Seed	20	2
Jigglypuff	Basic	J54	C		60			1	Balloon	14	39
Jolteon	1 (Eevee)	J4/20	H/R		70		–	1	Lightning	29	135
Jynx	Basic	31	U		70		–	2	Human Shape	23	124
Kadabra	1 (Abra)	32	U		60		–	3	Psi	38	64
Kakuna	1 (Weedle)	33	U		80		–	2	Cocoon	23	14
Kangaskhan	Basic	J5/21	H/R		90			3	Parent	40	115
Koffing	Basic	51	C		50		–	1	Poison Gas	13	109
Lickitung	Basic	J38	U		90			3	Licking	26	108
Machamp	2 (Machoke)	8	H		100		–	3	Superpower	67	68
Machoke	1 (Machop)	34	U		80		–	3	Superpower	40	67
Machop	Basic	52	C		50		–	1	Superpower	20	66
Magikarp	Basic	35	U		30		–	1	Fish	8	129
Magmar	Basic	36	U		50		–	2	Spitfire	24	126
Magnemite	Basic	53	C		40		–	1	Magnet	13	81
Magneton	1 (Magnemite)	9	H		60		–	1	Magnet	28	82
Mankey	Basic	J55	C		30		–	0	Pig Monkey	7	56
Marowak	1 (Cubone)	J39	U		60			1	Bonekeeper	26	105
Meowth	Basic	J56	C		50			1	Scratch Cat	15	52
Metapod	1 (Caterpie)	54	C		70		–	2	Cocoon	21	11
Mewtwo	Basic	10	H		60		–	3	Genetic	53	150
Mr. Mime	Basic	J6/22	H/R		40		–	1	Barrier	28	122
Nidoking	2 (Nidorino)	11	H		90		–	3	Drill	48	34
Nidoqueen	2 (Nidorina)	J7/23	H/R		90		–	3	Drill	43	31
Nidoran ♀	Basic	J57	C		60		–	1	Poison Pin	13	29
Nidoran ♂	Basic	55	C		40		–	1	Poison Pin	20	32
Nidorina	1 (Nidoran ♀)	J40	U		70		–	1	Poison Pin	24	30
Nidorino	1 (Nidoran ♂)	37	U		60		–	1	Poison Pin	25	33
Ninetales	1 (Vulpix)	12	H		80		–	1	Fox	32	38



TRADING CARD GAME

Pokémon	Evolution	Card #	Rarity	Color	HP	Weakness	Resistance	Retreat Cost	Type	Game Boy Level	Game Boy #
Oddish	Basic	J58	C	Grass	50	Psychic	–	1	Weed	8	43
Onix	Basic	56	C	Fighting	90	Grass	–	3	Rock Snake	12	95
Paras	Basic	J59	C	Grass	40	Psychic	–	1	Mushroom	8	46
Parasect	1 (Paras)	J41	U	Grass	60	Psychic	–	1	Mushroom	28	47
Persian	1 (Meowth)	J42	U	Colorless	70	Fighting	Psychic	0	Classy Cat	25	53
Pidgeot	2 (Pidgeotto)	J8/24	H/R	Colorless	80	Lightning	Fighting	0	Bird	40	18
Pidgeotto	1 (Pidgey)	22	R	Colorless	60	Lightning	Fighting	1	Bird	36	17
Pidgey	Basic	57	C	Colorless	40	Lightning	Fighting	1	Tiny Bird	8	16
Pikachu	Basic	58	C	Lightning	40	Fighting	–	1	Mouse	12	25
Pikachu	Basic	J60	C	Lightning	50	Fighting	–	1	Mouse	14	25
Pinsir	Basic	J9/25	H/R	Grass	60	Psychic	–	1	Stagbeetle	24	127
Poliwag	Basic	59	C	Water	40	Grass	–	1	Tadpole	13	60
Poliwhirl	1 (Poliwag)	38	U	Water	60	Grass	–	1	Tadpole	28	61
Poliwrath	2 (Poliwhirl)	13	H	Water	90	Grass	–	3	Tadpole	48	62
Ponyta	Basic	60	C	Fire	40	Water	–	1	Fire Horse	10	77
Porygon	Basic	39	U	Colorless	30	Fighting	Psychic	1	Virtual	12	137
Primeape	1 (Mankey)	J43	U	Fighting	70	Psychic	–	1	Pig Monkey	35	57
Raichu	1 (Pikachu)	14	H	Lightning	80	Fighting	–	1	Mouse	40	26
Rapidash	1 (Ponyta)	J44	U	Fire	70	Water	–	0	Fire Horse	33	78
Raticate	1 (Rattata)	40	U	Colorless	60	Fighting	Psychic	1	Rat	41	20
Rattata	Basic	61	C	Colorless	30	Fighting	Psychic	0	Rat	9	19
Rhydon	1 (Rhyhorn)	J45	U	Fighting	100	Grass	Lightning	3	Drill	48	112
Rhyhorn	Basic	J61	C	Fighting	70	Grass	Lightning	3	Spikes	18	111
Sandshrew	Basic	62	C	Fighting	40	Grass	Lightning	1	Mouse	12	27
Scyther	Basic	J10/26	H/R	Grass	70	Psychic	Fighting	0	Mantis	25	123
Seaking	1 (Goldeen)	J46	U	Water	70	Lightning	–	1	Goldfish	28	119
Seel	Basic	41	U	Water	60	Lightning	–	1	Sea Lion	12	86
Snorlax	Basic	J11/27	H/R	Colorless	90	Fighting	Psychic	4	Sleeping	20	143
Spearow	Basic	J62	C	Colorless	50	Lightning	Fighting	0	Tiny Bird	13	21
Squirtle	Basic	63	C	Water	40	Lightning	–	1	Tiny Turtle	8	7
Starmie	1 (Staryu)	64	C	Water	60	Lightning	–	1	Mysterious	28	121
Staryu	Basic	65	C	Water	40	Lightning	–	1	Starshape	15	120
Tangela	Basic	66	C	Grass	50	Fire	–	2	Vine	8	114
Tauros	Basic	J47	U	Colorless	60	Fighting	Psychic	2	Wild Bull	32	128
Vaporeon	1 (Eevee)	J12/28	H/R	Water	80	Lightning	–	1	Bubble Jet	42	134
Venomoth	1 (Venonat)	J13/29	H/R	Grass	70	Psychic	Fighting	0	Poisonmoth	28	49
Venonat	Basic	J63	C	Grass	40	Psychic	–	1	Insect	12	48
Venusaur	2 (Ivysaur)	15	H	Grass	100	Fire	–	2	Seed	67	3
Victreebel	2 (Weepinbell)	J14/30	H/R	Grass	80	Fire	–	2	Flycatcher	42	71
Vileplume	2 (Gloom)	J15/31	H/R	Grass	80	Fire	–	2	Flower	35	45
Voltorb	Basic	67	C	Lightning	40	Fighting	–	1	Ball	10	100
Vulpix	Basic	68	C	Fire	50	Water	–	1	Fox	11	37
Wartortle	1 (Squirtle)	42	U	Water	70	Lightning	–	1	Turtle	22	8
Weedle	Basic	69	C	Grass	40	Psychic	–	1	Hairy Bug	12	13
Weepinbell	1 (Bellsprout)	J48	U	Grass	70	Psychic	–	1	Flycatcher	28	70
Wigglytuff	1 (Jigglypuff)	J16/32	H/R	Colorless	80	Fighting	Psychic	2	Balloon	36	40
Zapdos	Basic	16	H	Lightning	90	–	Fighting	3	Electric	64	145

Name	Power	Attack 1	Attack 1 Damage/ Damage to Attacker	Attack 2	Attack 2 Damage/ Damage to Attacker
Abra	—	Psyshock ●	10; Paralyze Defending Pokémon (50%)	—	—
Alakazam	Damage Swap (Rearrange damage*)	Confuse Ray ●●●	30; Confuse Defending Pokémon (50%)	—	—
Arcanine	—	Flamethrower ○●●	50/●●	Take Down ○○●●	80/30
Beedrill	—	Twineedle ○○○	2 x 30 (50%)	Poison Sting ●●●	40; Poison Defending Pokémon (50%)
Bellsprout	—	Vine Whip ●	10	Call for Family ●	Pick Bellsprout from your deck and put on Bench; shuffle deck
Blastoise	Rain Dance (Attach ● to ● Pokémon*)	Hydro Pump ●●●	40; ●●●● 50; ●●●●● 60	—	—
Bulbasaur	—	Leech Seed ●●	20; remove 10 damage from Bulbasaur	—	—
Butterfree	—	Whirlwind ○○	20; Defending Pokémon switches Active and Benched Pokémon	Mega Drain ●●●●	40/half of Defending Pokémon's final damage, rounded up
Caterpie	—	String Shot ●	10 ; Paralyze Defending Pokémon (50%)	—	—
Chansey	—	Scrunch ○○	Prevents damage (50%)	Double-edge ○○○○	80/80
Charizard	Energy Burn (Charizard's Energy becomes ●*)	Fire Spin ●●●●	100/●●	—	—
Charmander	—	Scratch ○	10	Ember ○●	30/●
Charmeleon	—	Slash ○○○	30	Flamethrower ○●●	50/●
Clefable	—	Metronome ○	Mimic Defending Pokémon's attack	Minimize ○○	Reduce next attack damage by 20
Clefairy	—	Sing ○	Sleep Defending Pokémon (50%)	Metronome ○○○	Mimics one of Defending Pokémon's attacks
Cubone	—	Snivel ○	Defending Pokémon's attack against Cubone next turn reduced by 20	Rage ●●	10, plus 10 per damage on Cubone
Dewgong	—	Aurora Beam ○●●	50	Ice Beam ○○●●	30; Paralyze Defending Pokémon (50%)
Diglett	—	Dig ●	10	Mud Slap ●●	30
Dodrio	Retreat Aid (While Dodrio is on Bench, Retreat Cost reduced by 1)	Rage ○○○	10, plus 10 per 10 damage on Dodrio	—	—
Doduo	—	Fury Attack ○	2 x 10 (50%)	—	—
Dragonair	—	Slam ○○○	2 x 30 (50%)	Hyper Beam ○○○○	20, plus ○
Dratini	—	Pound ○	10	—	—
Drowzee	—	Pound ○	10	Confuse Ray ●●	10; Confuse Defending Pokémon (50%)
Dugtrio	—	Slash ○●●	40	Earthquake ●●●●	70/10 to each of your Benched Pokémon
Eevee	—	Tail Wag ○	Defending Pokémon can't attack Eevee next turn (50%)	Quick Attack ○○	30 or 10 (50%)
Electabuzz	—	Thundershock ●	10; Paralyze Defending Pokémon (50%)	Thunderpunch ○●	40/0 or 30/10 (50%)
Electrode	Buzzap (Becomes ○○ Electrode Knocked Out*)	Electric Shock ●●●	50/0 or 50/10 (50%)	—	—
Electrode	—	Tackle ○○	20	Electricity ●●●	20; *all* Benched Pokémon of same type take 10 damage
Exeggcute	—	Hypnosis ●	Sleep Defending Pokémon	Leech Seed ●●	20; unless no damage to Defending Pokémon, remove 10 damage from Exeggcute
Exeggutor	—	Teleport ●	Switch with a Benched Pokémon	Big Eggsplosion ○	20 (50%) for each Energy on Exeggutor

*Not if Asleep, Confused, or Paralyzed.

Pokémon Trading Card Game

Name	Power	Attack 1	Attack 1 Damage/ Damage to Attacker	Attack 2	Attack 2 Damage/ Damage to Attacker
Farfetch'd	—	Leek Slap ●	30 or 0 (50%); only one Leek Slap allowed	Pot Smash ●●●	30
Fearow	—	Agility ●●●	20; Defending Pokémon can't hurt Fearow next turn (50%)	Drill Peck ●●●●	40
Flareon	—	Quick Attack ●●	10 or 30 (50%)	Flamethrower ●●●●	60/●
Gastly	—	Sleeping Gas ●	Sleep Defending Pokémon (50%)	Destiny Bond ●●	Discard ●; if Gastly Knocked Out next turn, so is attacking Pokémon
Gloom	—	Poisonpowder ●	Poison Defending Pokémon	Foul Odor ●●	20; Confuse Defending Pokémon and Gloom
Goldeen	—	Horn Attack ●	10	—	—
Growlithe	—	Flare ●●	20	—	—
Gyarados	—	Dragon Rage ●●●	50	Bubblebeam ●●●●	40; Paralyze Defending Pokémon (50%)
Haunter	—	Hypnosis ●	Sleep Defending Pokémon	Dream Eater ●●	50, only if Defending Pokémon is Asleep
Hitmonchan	—	Jab ●	20	Special Punch ●●●	40
Ivysaur	—	Vine Whip ●●●	30	Poisonpowder ●●●	20; Poison Defending Pokémon
Jigglypuff	—	Lullaby ●	Sleep Defending Pokémon	Pound ●●	20
Jolteon	—	Quick Attack ●●	10 or 30 (50%)	Pin Missile ●●	4 x 20 (50%)
Jynx	—	Doubleslap ●	2 x 10 (50%)	Meditate ●●●	20, plus as much damage as Defending Pokémon already had
Kadabra	—	Recover ●●	Kadabra discards ● and all damage	Super Psy ●●●	50
Kakuna	—	Stiffen ●●	Prevents damage (50%)	Poisonpowder ●●	20; Poison Defending Pokémon (50%)
Kangaskhan	—	Fetch ●	Draw a card	Comet Punch ●●●●	4 x 20 (50%)
Koffing	—	Foul Gas ●●	10; Confuse or Poison Defending Pokémon	—	—
Lickitung	—	Tongue Wrap ●	10; Paralyze Defending Pokémon (50%)	Supersonic ●●	Confuse Defending Pokémon (50%)
Machamp	Strikes Back (10 damage to attacker*)	Seismic Toss ●●●●	60	—	—
Machoke	—	Karate Chop ●●●	50, minus 10 for each damage on Machoke	Submission ●●●●	60/20
Machop	—	Low Kick ●	20	—	—
Magikarp	—	Tackle ●	10	Flail ●	10 for each damage on Magikarp
Magmar	—	Fire Punch ●●	30	Flamethrower ●●●	50/●
Magnemite	—	Thunder Wave ●●	10; Paralyze Defending Pokémon (50%)	Selfdestruct ●	40/40; 10 to *every* Benched Pokémon
Magneton	—	Thunder Wave ●●●	30; Paralyze Defending Pokémon (50%)	Selfdestruct ●●●	80/80; 20 to *every* Benched Pokémon
Mankey	Spy (Once per turn, look at top card of either deck, *any* Prize, or random card from opponent's hand*)	Scratch ●	10	—	—
Marowak	—	Bonemerang ●●	2 x 30 (50%)	Call for Friend ●●●	Pick Basic ● Pokémon from your deck and put on Bench; shuffle deck
Meowth	—	Pay Day ●●	10; draw a card (50%)	—	—
Metapod	—	Stiffen ●●	Prevents damage (50%)	Stun Spore ●●	20; Paralyze Defending Pokémon (50%)
Mewtwo	—	Psychic ●●	10, plus 10 per Defending Pokémon's Energy	Barrier ●●	-/●; prevents harm
Mr. Mime	Invisible Wall (Ignores damage if more than 30*)	Meditate ●●	10, plus 10 for each damage on Defending Pokémon	—	—
Nidoking	—	Thrash ●●●	40/0 or 30/10 (50%)	Toxic ●●●	20; Poisons Defending Pokémon 20/turn
Nidoqueen	—	Boyfriends ●●	20, plus 20 for each Nidoking on your Bench	Mega Punch ●●●●	50

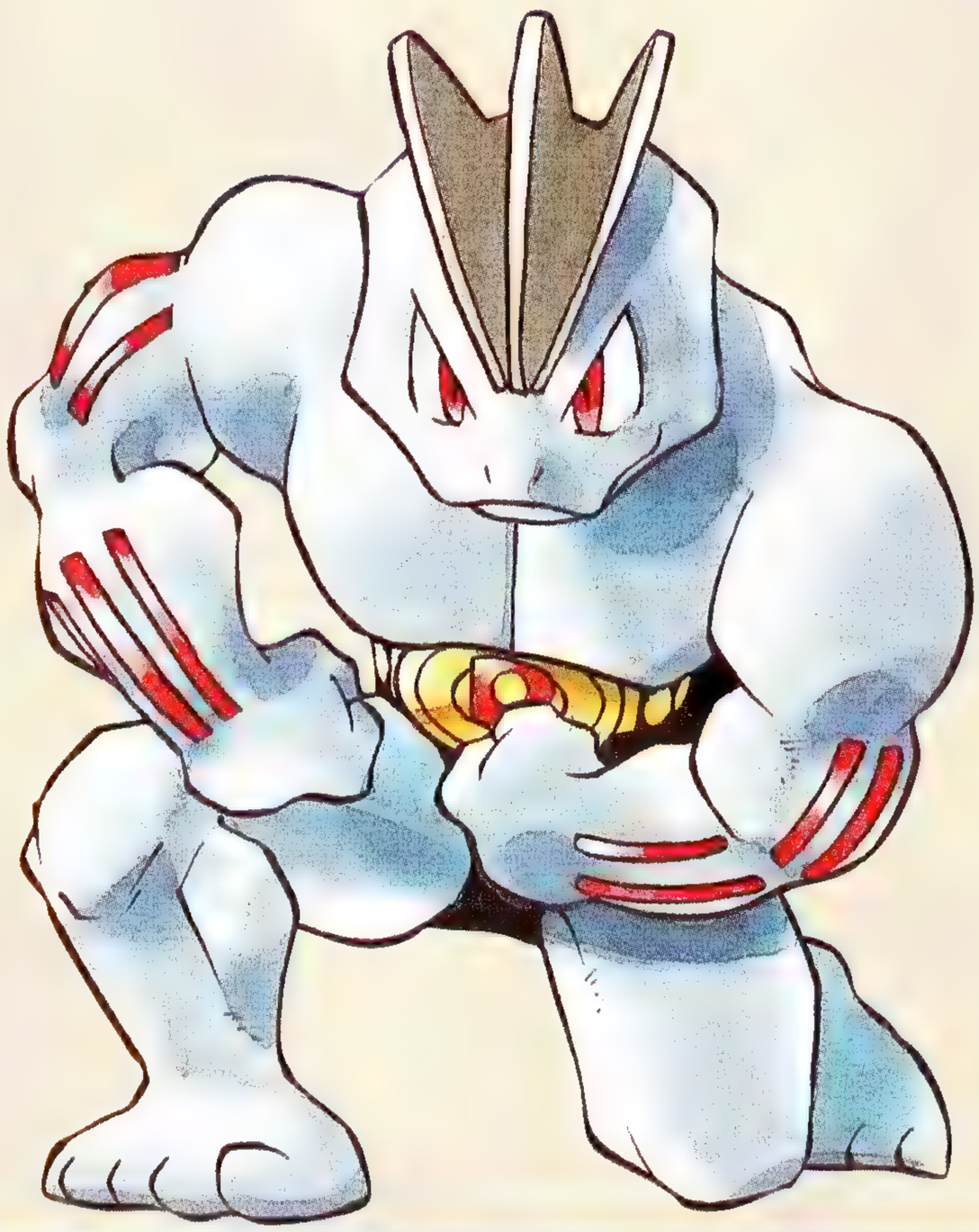
**Not if Asleep, Confused, or Paralyzed.*

Name	Power	Attack 1	Attack 1 Damage/ Damage to Attacker	Attack 2	Attack 2 Damage/ Damage to Attacker
Nidoran ♀	—	Fury Swipes ●	3 x 10 (50%)	Call for Family ●●	Pick Nidoran ♂ or ♀ from your deck and put on Bench; shuffle deck
Nidoran ♂	—	Horn Hazard ●	30 or 0 (50%)	—	—
Nidorina	—	Supersonic ●	Confuse Defending Pokémon (50%)	Double Kick ●●●	2 x 30 (50%)
Nidorino	—	Double Kick ●●●	2 x 30 (50%)	Horn Drill ●●●●	50
Ninetales	—	Lure ●●	Switch Defending Pokémon	Fire Blast ●●●●	80/●
Oddish	—	Stun Spore ●	10; Paralyze Defending Pokémon (50%)	Sprout ●●	Pick Oddish from your deck and put on Bench; shuffle deck
Onix	—	Rock Throw ●	10	Harden ●●	Prevents damage if 30 or less
Paras	—	Scratch ●●	20	Spore ●●	Sleep Defending Pokémon
Parasect	—	Spore ●●	Sleep Defending Pokémon	Slash ●●●	30
Persian	—	Scratch ●●	20	Pounce ●●●	30; Defending Pokémon's attack against Persian next turn reduced by 10
Pidgeot	—	Wing Attack ●●	20	Hurricane ●●●	30; if Defending Pokémon not Knocked Out, it and all attached cards return to opponent's hand
Pidgeotto	—	Whirlwind ●●	20; Defending Pokémon switches with Benched Pokémon	Mirror Move ●●●	Mimics last turn's attack on Pidgeotto
Pidgey	—	Whirlwind ●●	10; switch Defending Pokémon	—	—
Pikachu	—	Gnaw ●	10	Thunder Jolt ●⚡	30/0 or 30/10 (50%)
Pikachu	—	Spark ⚡	20; 10 to one of opponent's Benched Pokémon	—	—
Pinsir	—	Irongrip ●●	20; Paralyze Defending Pokémon (50%)	Guillotine ●●●●	50
Poliwag	—	Water Gun 💧	10; 💧💧 20; 💧💧💧 30	—	—
Poliwhirl	—	Amnesia 💧💧	Defending Pokémon can't use specified attack next turn	Doubleslap ●●●	2 x 30 (50%)
Poliwrath	—	Water Gun ●💧💧	30; ●💧💧💧 40; ●💧💧💧💧 50	Whirlpool ●●💧💧	40, plus ●
Ponyta	—	Smash Kick ●●	20	Flame Tail ●●	30
Porygon	—	Conversion 1 ●	Change Defending Pokémon's Weakness	Conversion 2 ●●	Change Porygon's Resistance
Primeape	—	Fury Swipes ●●	3 x 20 (50%)	Tantrum ●●●	50; Primeape Confused (50%)
Raichu	—	Agility ●●	20; prevents harm (50%)	Thunder ●⚡	60/0 or 60/30 (50%)
Rapidash	—	Stomp ●●	30 or 20 (50%)	Agility ●●●	30; Defending Pokémon can't hurt Rapidash next turn (50%)
Raticate	—	Bite ●	20	Super Fang ●●●	half of Defending Pokémon's remaining HP, rounded up
Rattata	—	Bite ●	20	—	—
Rhydon	—	Horn Attack ●●●	30	Ram ●●●●	50/20; switch Defending Pokémon with a Benched Pokémon
Rhyhorn	—	Leer ●	Defending Pokémon can't attack Rhyhorn next turn (50%)	Horn Attack ●●●	30
Sandshrew	—	Sand-attack ●	10; prevents attack (50%)	—	—
Scyther	—	Swords Dance ●	Increase next turn's Slash damage to 60	Slash ●●●	30
Seaking	—	Horn Attack 💧	10	Waterfall ●💧	30
Seel	—	Headbutt 💧	10	—	—
Snorlax	Thick Skinned (Can be damaged, but not otherwise harmed*)	Body Slam ●●●●	30; Paralyze Defending Pokémon (50%)	—	—
Spearow	—	Peck ●	10	Mirror Move ●●●	Same damage Spearow took last turn
Squirtle	—	Bubble 💧	10; Paralyze Defending Pokémon (50%)	Withdraw ●💧	prevents damage (50%)
Starmie	—	Recover 💧💧	Starmie discards 💧 and all damage	Star Freeze ●●💧	20; Paralyze Defending Pokémon (50%)
Staryu	—	Slap 💧	20	—	—
Tangela	—	Bind ●●	20; Paralyze Defending Pokémon (50%)	Poisonpowder ●●●	20; Poison Defending Pokémon

**Not if Asleep, Confused, or Paralyzed.*

Name	Power	Attack 1	Attack 1 Damage/ Damage to Attacker	Attack 2	Attack 2 Damage/ Damage to Attacker
Tauros	—	Stomp ●●	30 or 20 (50%)	Rampage ●●●	20, plus 10 per damage on Tauros; Confuse Tauros (50%)
Vaporeon	—	Quick Attack ●●	10 or 30 (50%)	Water Gun ●●●	30; ●●●● 40; ●●●●● 50
Venomoth	Shift (Change to any other color type in play*) Defending Pokémon (50%)	Venom Powder ●●	10; Poison and Confuse	—	—
Venonat	—	Stun Spore ●	10; Paralyze Defending Pokémon (50%)	Leech Life ●●	10; remove damage from Venonat equal to damage inflicted on Defending Pokémon
Venusaur	Energy Trans (Rearrange ●*)	Solarbeam ●●●●	60	—	—
Victreebel	—	Lure ●	Switch Defending Pokémon with a Benched Pokémon	Acid ●●	20; Defending Pokémon can't retreat next turn (50%)
Vileplume	Heal (Remove one damage from any of your Pokémon) (50%)*	Petal Dance ●●●	3 x 40 (50%); Vileplume Confused	—	—
Voltorb	—	Tackle ●	10	—	—
Vulpix	—	Confuse Ray ●●	10; Confuse Defending Pokémon (50%)	—	—
Wartortle	—	Withdraw ●●	Prevents damage (50%)	Bite ●●●	40
Weedle	—	Poison Sting ●	10; Poison Defending Pokémon (50%)	—	—
Weepinbell	—	Poisonpowder ●	10; Poison Defending Pokémon (50%)	Razor Leaf ●●	30
Wigglytuff	—	Lullaby ●	Sleep Defending Pokémon	Do the Wave ●●●	10, plus 10 per Benched Pokémon
Zapdos	—	Thunder ●●●●	60/0 or 60/30 (50%)	Thunderbolt ●●●●	100/

**Not if Asleep, Confused, or Paralyzed.*



Trainers

These are all the Trainers in the game, listed alphabetically. Immediately after the name of each card is its rarity (**C**ommon, **U**ncommon, or **R**are) and number. As with the Pokémon tables, this is intended for quick reference only.

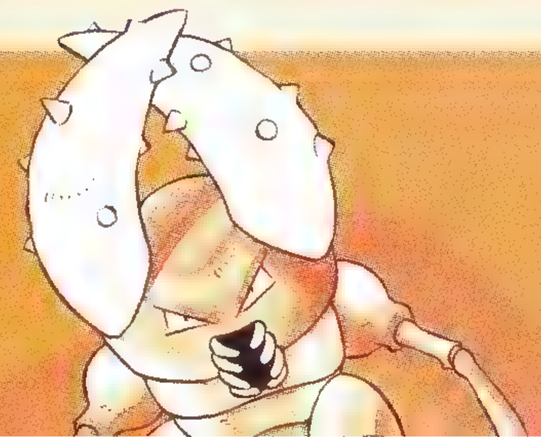
Bill (C/91)	Draw 2 cards.
Clefairy Doll (R/70)	Play Clefairy Doll as a Pokémon; no attacks; can't retreat; can be damaged (has 10 HP), but can't otherwise be harmed. Doesn't count as a knockout. Can discard it in your turn.
Computer Search (R/71)	Discard 2 more cards; pick any card from your deck, then reshuffle your deck.
Defender (U/80)	Attach to 1 of your Pokémon until end of opponent's turn. Damage to that Pokémon is reduced by 20 (after applying Weakness and Resistance).
Devolution Spray (R/72)	Discard 1 or 2 Stage cards from one of your Pokémon in play. Resulting Pokémon retains damage, but recovers from all other harm.
Energy Removal (C/92)	Discard 1 Energy from one of your opponent's Pokémon.
Energy Retrieval (U/81)	Trade 1 other card in your hand for 1 or 2 Basic Energy cards from your discard pile.
Full Heal (U/82)	Your Active Pokémon is no longer Asleep, Confused, Paralyzed, or Poisoned.
Gust of Wind (C/93)	Switch your opponent's Active Pokémon with a Benched Pokémon.
Impostor Professor Oak (R/73)	Opponent shuffles hand into deck, then draws 7 cards.
Item Finder (R/74)	Discard 2 more cards; put a Trainer from your discard pile into your hand.
Lass (R/75)	Players show each other their hands, then shuffle all Trainer cards from their hands into their decks.
Maintenance (U/83)	Shuffle 2 other cards from your hand into your deck and draw a card.
PlusPower (U/84)	Attach to Active Pokémon till end of your turn. Add 10 to any actual damage Defending Pokémon takes.
Poké Ball (C/J64)	(50%) Pick any Pokémon from your deck. Show to opponent and put in hand. Shuffle deck.
Pokédex (U/87)	Look at up to 5 cards from the top of your deck and rearrange them as you like.
Pokémon Breeder (R/76)	Evolve a Basic Pokémon directly to Stage 2, but only if you'd be allowed to evolve that Pokémon, anyway.
Pokémon Center (U/85)	Discard all damage and Energy from all your *damaged* Pokémon.
Pokémon Flute (U/86)	Choose 1 Basic Pokémon from your opponent's discard pile and put it on his or her Bench (but not if your opponent's Bench is full).
Pokémon Trader (R/77)	Exchange any Pokémon in your hand for any one in your deck. Show both to opponent. Shuffle your deck.
Potion (C/94)	Remove 1 or 2 damage counters from one of your Pokémon.
Professor Oak (U/88)	Discard your hand, then draw 7 cards.
Revive (U/89)	Put 1 Knocked-Out Basic Pokémon back onto your Bench (but not if your Bench is full). Put damage counters on that Pokémon equal to half its HP (rounded down).
Scoop Up (R/78)	Put the Basic card of any Pokémon in play back in your hand. Discard all cards attached to that card.
Super Energy Removal (R/79)	Discard 2 or 3 Energy cards in play: 1 of yours, and 1 or 2 attached to a single enemy Pokémon.
Super Potion (U/90)	Discard 1 Energy card and 1–4 damage counters from 1 of your Pokémon.
Switch (C/95)	Switch your Active Pokémon with a Benched Pokémon.

Evolution Series

To help you build decks with all Pokémon of a family, we've listed all the Pokémon below, organized by family.

Pokémon	Stage	Color	HP	Weakness	Resistance	Retreat Cost
Abra	B	Psychic	30	Psychic	–	0
Kadabra	1	Psychic	60	Psychic	–	3
Alakazam	2	Psychic	80	Psychic	–	3
Bellsprout	B	Grass	40	Fire	–	1
Weepinbell	1	Grass	70	Fire	–	1
Victreebel	2	Grass	80	Fire	–	2
Bulbasaur	B	Grass	40	Fire	–	1
Ivysaur	1	Grass	60	Fire	–	1
Venusaur	2	Grass	100	Fire	–	2
Caterpie	B	Grass	40	Fire	–	1
Metapod	1	Grass	70	Fire	–	2
Butterfree	2	Grass	70	Fire	Fighting	0
Chansey	B	Colorless	120	Fighting	Psychic	1
Charmander	B	Fire	50	Water	–	1
Charmeleon	1	Fire	80	Water	–	1
Charizard	2	Fire	120	Water	Fighting	3
Clefairy	B	Colorless	40	Fighting	Psychic	1
Clefable	1	Colorless	70	Fighting	Psychic	2
Cubone	B	Fighting	40	Grass	Lightning	1
Marowak	1	Fighting	60	Grass	Lightning	1
Diglett	B	Fighting	30	Grass	Lightning	0
Dugtrio	1	Fighting	70	Grass	Lightning	2
Doduo	B	Colorless	50	Lightning	Fighting	0
Dodrio	1	Colorless	70	Lightning	Fighting	0
Dratini	B	Colorless	40	–	Psychic	1
Dragonair	1	Colorless	80	–	Psychic	2
Drowzee	B	Psychic	50	Psychic	–	1

Pokémon	Stage	Color	HP	Weakness	Resistance	Retreat Cost
Eevee	B	Colorless	50	Fighting	Psychic	1
Flareon	1	Fire	70	Water	–	1
Jolteon	1	Lightning	70	Fighting	–	1
Vaporeon	1	Water	80	Lightning	–	1
Electabuzz	B	Lightning	70	Fighting	–	2
Exeggcute	B	Grass	50	Fire	–	1
Exeggutor	1	Grass	80	Fire	–	3
Farfetch'd	B	Colorless	50	Lightning	Fighting	1
Gastly	B	Psychic	30	–	Fighting	0
Haunter	1	Psychic	60	–	Fighting	1
Goldeen	B	Water	40	Lightning	–	0
Seaking	1	Water	70	Lightning	–	1
Growlithe	B	Fire	60	Water	–	1
Arcanine	1	Fire	100	Water	–	3
Hitmonchan	B	Fighting	70	Psychic	–	2
Jigglypuff	B	Colorless	60	Fighting	Psychic	1
Wigglytuff	1	Colorless	80	Fighting	Psychic	2
Jynx	B	Psychic	70	Psychic	–	2
Kangaskhan	B	Colorless	90	Fighting	Psychic	3
Koffing	B	Grass	50	Psychic	–	1
Lickitung	B	Colorless	90	Fighting	Psychic	3
Machop	B	Fighting	50	Psychic	–	1
Machoke	1	Fighting	80	Psychic	–	3
Machamp	2	Fighting	100	Psychic	–	3
Magikarp	B	Water	30	Lightning	–	1
Gyarados	1	Water	100	Grass	Fighting	3



Pokémon	Stage	Color	HP	Weakness	Resistance	Retreat Cost
Magmar	B	Red	50	Blue	–	2
Magnemite	B	Yellow	40	Red	–	1
Magneton	1	Yellow	60	Red	–	1
Mankey	B	Red	30	Psychic	–	0
Primeape	1	Red	70	Psychic	–	1
Meowth	B	Colorless	50	Red	Psychic	1
Persian	1	Colorless	70	Red	Psychic	0
Mewtwo	B	Psychic	60	Psychic	–	3
Mr. Mime	B	Psychic	40	Psychic	–	1
Nidoran ♀	B	Grass	60	Psychic	–	1
Nidorina	1	Grass	70	Psychic	–	1
Nidoqueen	2	Grass	90	Psychic	–	3
Nidoran ♂	B	Grass	40	Psychic	–	1
Nidorino	1	Grass	60	Psychic	–	1
Nidoking	2	Grass	90	Psychic	–	3
Oddish	B	Grass	50	Red	–	1
Gloom	1	Grass	60	Red	–	1
Vileplume	2	Grass	80	Red	–	2
Onix	B	Red	90	Grass	–	3
Paras	B	Grass	40	Red	–	1
Parasect	1	Grass	60	Red	–	1
Pidgey	B	Colorless	40	Yellow	Red	1
Pidgeotto	1	Colorless	60	Yellow	Red	1
Pidgeot	2	Colorless	80	Yellow	Red	0
Pikachu	B	Yellow	40	Red	–	1
Pikachu	B	Yellow	20	Red	–	1
Raichu	1	Yellow	80	Red	–	1
Pinsir	B	Grass	60	Red	–	1
Poliwag	B	Water	40	Grass	–	1
Poliwhirl	1	Water	60	Grass	–	1
Poliwrath	2	Water	90	Grass	–	3
Ponyta	B	Red	40	Water	–	1
Rapidash	1	Red	70	Water	–	0
Porygon	B	Colorless	30	Red	Psychic	1

Pokémon	Stage	Color	HP	Weakness	Resistance	Retreat Cost
Rattata	B	Colorless	30	Red	Psychic	0
Raticate	1	Colorless	60	Red	Psychic	1
Rhyhorn	B	Red	70	Grass	Yellow	3
Rhydon	1	Red	100	Grass	Yellow	3
Sandshrew	B	Red	40	Grass	Yellow	1
Scyther	B	Grass	70	Red	Red	0
Seel	B	Water	60	Yellow	–	1
Dewgong	1	Water	80	Yellow	–	3
Snorlax	B	Colorless	90	Red	Psychic	4
Spearow	B	Colorless	50	Yellow	Red	0
Fearow	1	Colorless	70	Yellow	Red	0
Squirtle	B	Water	40	Yellow	–	1
Wartortle	1	Water	70	Yellow	–	1
Blastoise	2	Water	100	Yellow	–	3
Staryu	B	Water	40	Yellow	–	1
Starmie	1	Water	60	Yellow	–	1
Tangela	B	Grass	50	Red	–	2
Tauros	B	Colorless	60	Red	Psychic	2
Venonat	B	Grass	40	Red	–	1
Venomoth	1	Grass	70	Red	Red	0
Voltorb	B	Yellow	40	Red	–	1
Electrode	1	Yellow	80	Red	–	1
Electrode	1	Yellow	90	Red	–	1
Vulpix	B	Red	50	Water	–	1
Ninetales	1	Red	80	Water	–	1
Weedle	B	Grass	40	Red	–	1
Kakuna	1	Grass	80	Red	–	2
Beedrill	2	Grass	80	Red	Red	0
Zapdos	B	Yellow	90	–	Red	3

Types

To help you build a deck based on one or more types, the Pokémon in the following list are organized by type. For each type, Basic Pokémon are listed first, followed by Stage 1 and Stage 2 Pokémon. Within each Stage, lower-HP Pokémon are listed first, followed by higher-HP Pokémon.

Grass

Pokémon	Stage	HP	Weakness	Resistance	Retreat Cost
Bellsprout	B	40	●	–	1
Bulbasaur	B	40	●	–	1
Caterpie	B	40	●	–	1
Nidoran ♂	B	40	●	–	1
Paras	B	40	●	–	1
Venonat	B	40	●	–	1
Weedle	B	40	●	–	1
Exeggcute	B	50	●	–	1
Koffing	B	50	●	–	1
Oddish	B	50	●	–	1
Tangela	B	50	●	–	2
Nidoran ♀	B	60	●	–	1
Pinsir	B	60	●	–	1
Scyther	B	70	●	●	0
Gloom	1	60	●	–	1
Ivysaur	1	60	●	–	1
Nidorino	1	60	●	–	1
Parasect	1	60	●	–	1
Metapod	1	70	●	–	2
Nidorina	1	70	●	–	1
Venomoth	1	70	●	●	0
Weepinbell	1	70	●	–	1
Exeggutor	1	80	●	–	3
Kakuna	1	80	●	–	2
Butterfree	2	70	●	●	0
Beedrill	2	80	●	●	0
Victreebel	2	80	●	–	2
Vileplume	2	80	●	–	2
Nidoking	2	90	●	–	3
Nidoqueen	2	90	●	–	3
Venusaur	2	100	●	–	2

Fire

Pokémon	Stage	HP	Weakness	Resistance	Retreat Cost
Ponyta	B	40	●	–	1
Charmander	B	50	●	–	1
Magmar	B	50	●	–	2
Vulpix	B	50	●	–	1
Growlithe	B	60	●	–	1
Flareon	1	70	●	–	1
Rapidash	1	70	●	–	0
Charmeleon	1	80	●	–	1
Ninetales	1	80	●	–	1
Arcanine	1	100	●	–	3
Charizard	2	120	●	●	3

Water

Pokémon	Stage	HP	Weakness	Resistance	Retreat Cost
Magikarp	B	30	●	–	1
Goldeen	B	40	●	–	0
Poliwag	B	40	●	–	1
Squirtle	B	40	●	–	1
Staryu	B	40	●	–	1
Seel	B	60	●	–	1
Poliwhirl	1	60	●	–	1
Starmie	1	60	●	–	1
Seaking	1	70	●	–	1
Wartortle	1	70	●	–	1
Dewgong	1	80	●	–	3
Vaporeon	1	80	●	–	1
Gyarados	1	100	●	●	3
Poliwrath	2	90	●	–	3
Blastoise	2	100	●	–	3

Lightning

Pokémon	Stage	HP	Weakness	Resistance	Retreat Cost
Pikachu	B	20	●	–	1
Magnemite	B	40	●	–	1
Pikachu	B	40	●	–	1
Voltorb	B	40	●	–	1
Electabuzz	B	70	●	–	2
Zapdos	B	90	–	●	3
Magneton	1	60	●	–	1
Jolteon	1	70	●	–	1
Electrode	1	80	●	–	1
Raichu	1	80	●	–	1
Electrode	1	90	●	–	1

Fighting

Pokémon	Stage	HP	Weakness	Resistance	Retreat Cost
Diglett	B	30	●	●	0
Mankey	B	30	●	–	0
Cubone	B	40	●	●	1
Sandshrew	B	40	●	●	1
Machop	B	50	●	–	1
Hitmonchan	B	70	●	–	2
Rhyhorn	B	70	●	●	3
Onix	B	90	●	–	3
Marowak	1	60	●	●	1
Dugtrio	1	70	●	●	2
Primeape	1	70	●	–	1
Machoke	1	80	●	–	3
Rhydon	1	100	●	●	3
Machamp	2	100	●	–	3



Psychic

Pokémon	Stage	HP	Weakness	Resistance	Retreat Cost
Abra	B	30	●	–	0
Gastly	B	30	–	●	0
Mr. Mime	B	40	●	–	1
Drowzee	B	50	●	–	1
Mewtwo	B	60	●	–	3
Jynx	B	70	●	–	2
Haunter	1	60	–	●	1
Kadabra	1	60	●	–	3
Alakazam	2	80	●	–	3

Colorless

Pokémon	Stage	HP	Weakness	Resistance	Retreat Cost
Porygon	B	30	●	●	1
Rattata	B	30	●	●	0
Clefairy	B	40	●	●	1
Dratini	B	40	–	●	1
Pidgey	B	40	●	●	1
Doduo	B	50	●	●	0
Eevee	B	50	●	●	1
Farfetch'd	B	50	●	●	1
Meowth	B	50	●	●	1
Spearow	B	50	●	●	0
Jigglypuff	B	60	●	●	1
Tauros	B	60	●	●	2
Kangaskhan	B	90	●	●	3
Lickitung	B	90	●	●	3
Snorlax	B	90	●	●	4
Chansey	B	120	●	●	1
Pidgeotto	1	60	●	●	1
Raticate	1	60	●	●	1
Clefable	1	70	●	●	2
Dodrio	1	70	●	●	0
Fearow	1	70	●	●	0
Persian	1	70	●	●	0
Dragonair	1	80	–	●	2
Wigglytuff	1	80	●	●	2
Pidgeot	2	80	●	●	0

Pokémon
Gotta catch 'em all!™

TRADING CARD GAME

Tournaments, Leagues, & Events

As much fun as it is to play **Pokémon** with your best friends, wouldn't it be great to match your **Pokémon** skills (in both the trading card game and the Game Boy game) against the best players from other schools, cities, or even countries? Wizards of the Coast sponsors lots of great special events, leagues, and tournaments for testing your **Pokémon** skills. Like Ash, in the original **Pokémon** game, you can travel to new areas and test your skills against the best Pokémon trainers around.



Events

Organized **Pokémon** events take place all over the U.S. Look for the following kinds of events in your area, and be sure to check out http://www.wizards.com/pokemon/ for details about future events!

Mall Tours

In 1999, Wizards of the Coast is sponsoring a national tour to malls all over the U.S. These day-long events allow area Pokémaniacs to gather, meet new trainers, compete, and win prizes.



Trainer Showdowns

This is another official Wizards of the Coast event for kids aged 6–12. Trainer Showdowns are regional championship tournaments. The winners of each showdown receive invitations to the "Tropical Mega-Battle" international championships in Hawaii, and fly there at the expense of Wizards of the Coast! Two winners from each event — one of the players who wins the tournament, and one lucky player drawn at random — will square off against Japan's best Pokémon trainers!

The 1999 Trainer Showdowns were held in June in the following cities:

Seattle, WA
San Francisco, CA
Los Angeles, CA
Chicago, IL
Kansas City, MO
Houston, TX
New York, NY
Washington, D.C.
Atlanta, GA

Local Events

Through its DCI tournament organization, Wizards of the Coast provides guidelines for local **Pokémon** tournaments and events as well. These local tournaments can be as small as a neighborhood card shop gathering, or as large as a major national gaming convention. Ask your local **Pokémon** retailer for news about local events.

Pokémon Trading Card Game League

An exciting program is in the works that will allow **Pokémon** players to engage in local events year-round! The "Pokémon Trading Card Game League" is now in the planning stages, so details may change.

In **Pokémon** TCG League–sponsored activities, League members will be able to compete against one another in the **Pokémon** trading card game. Players can earn badges, like Ash did in the original **Pokémon** cartoon series, and compete in even more important events.



League members will earn rewards by playing the games, collecting cards, or just by participating in league events. League activities will be organized so everyone has a chance to win and advance, regardless of how much experience they have or how long they've been involved in the league.

Check out http://www.wizards.com/pokemon/ for more on **Pokémon** Trading Card Game League activities as they develop.

Tournament Tips

According to Wizards of the Coast's official **Pokémon** tournament rules, tournament decks must have 60 cards and conform to all game rules for deck construction. Some special events allow both American and Japanese cards.

There are two basic kinds of tournament games:

Constructed Deck Games

In a **Constructed Deck** game, you build your deck from your collection at home and take it to the event, ready to play.



Booster Draft Games

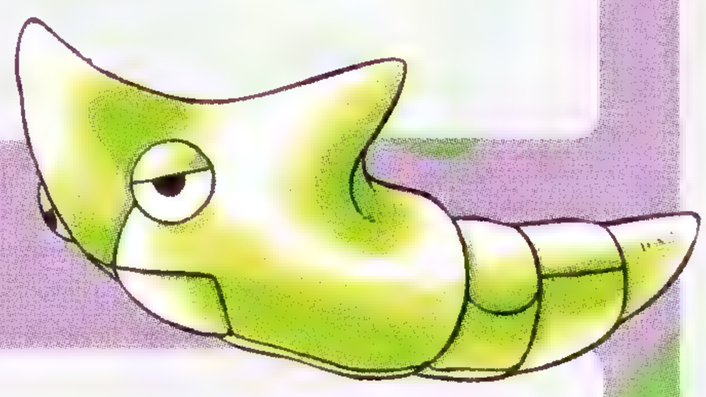
In a **Booster Draft** game, tournament organizers provide enough unopened booster packs so everyone can build decks of their own. Every player has an equal chance to get the best cards, and packs continue to be opened until each player has enought to make a deck to play with.

Rules for Tournament Play

You can get detailed rules for any official event at the event itself, but the following general tips will make your **Pokémon** play there more successful and fun.

Always obey the officials.

This is both good sportsmanship and the best way to win. Officials can penalize troublemakers or even ask them to leave.



Show up with a legal deck.

Make sure your tournament deck is 100 percent legal before you show up for an event so things go smoothly when officials check your deck.

Be ready to go.

At tournaments, there are a lot of people ready to send their Pokémon into battle, and they want things to start when announced and to move along at a reasonable pace. Officials can penalize you for being late to an event or for taking too long to complete your turn.



Be on your best behavior.

You and your friends may like to joke around with each other while you play, but at official events, it's best to be polite to opponents, spectators, and officials. Rude or aggressive behavior is considered unsportsmanlike, and will be treated very seriously. (And, of course, cheating of any sort is not allowed.)

Keep your tournament deck clean and in good shape.

The officials can't allow anything that looks like it might be a mark on your cards — including stains, folds, or even scuffs — so make sure your cards are in good shape. Officials are allowed to designate "proxy" cards if you own a very important card that's no longer in playable condition, but you don't want to abuse this privilege. You're allowed to use card sleeves during tournament play, but then you must sleeve *all* the cards in your deck, and the sleeves, too, must be clean and unmarked.

POKÉMON
Gotta catch 'em all!

TRADING CARD GAME

Trading & Collecting

A big part of the fun of a trading card game lies in collecting as many different cards as you can. Over time, you can get a complete set, with at least one of every card. Collecting cards is fun even when you don't use them to play a game.



First and Unlimited Editions

Wizards of the Coast published the first edition of the **Pokémon** trading card game for only a short time, so the collector value for first-edition cards is far higher than it is for the unlimited edition being printed now.

Not only is a first-edition card worth more, but complete boosters nearly always cost significantly more than their original price.



The only visible difference between the first edition and the unlimited edition is a small first-edition symbol on the card.

Only one first-edition card is still being printed and sold. All Machamp cards that come with the unlimited-edition starter set are first-edition cards. There are currently no unlimited-edition Machamp cards. All the other cards in the current starter set are from the unlimited edition.



Exclusive Cards

From time to time, Wizards of the Coast releases cards that are available only at a certain time or place. For example, *Duelist*® magazine #41 (September 1999) includes a **Pokémon** card unavailable anywhere else. Such limited-release cards are often especially valuable to collectors.

Card Condition

If you just want to use your cards for deckbuilding, or if you're just collecting for the personal satisfaction of it, it doesn't matter much what shape your card is in, as long as you can still play with it and it looks the same from the back as the other cards in your deck.

But if you're going to collect cards seriously — creating a collection that makes other collectors green with envy — your cards' condition becomes very important.

Unfortunately, it doesn't take much to render a card worthless on the collector market. Often, serious collectors will reject a card that looks fine at first glance.



Playing with a card will always leave it a bit scuffed and frayed around the edges. The more you use it, the more ragged it gets. Shuffling, which the rules require, is responsible for most such wear.

It's a dilemma: you can collect a card, or you can play with a card, but it's hard to do both — at least seriously. Just a few games can greatly reduce a card's value, and a serious flaw — a crease or tear — can render even the most precious card worthless to a collector.

How you deal with this is up to you. You can try to get two of every card (or at least every card you like to use), but for some of the rarer cards, that can be a long and frustrating process.

There are ways to minimize damage to your cards in play. Probably the best thing to do is to make sure you never play on a rough surface. Also, how you store and transport the cards is very important. When you're not actually playing with them, make sure you keep the cards in their box, and use care putting them into and taking them out of it.



Protect Your Pokémon

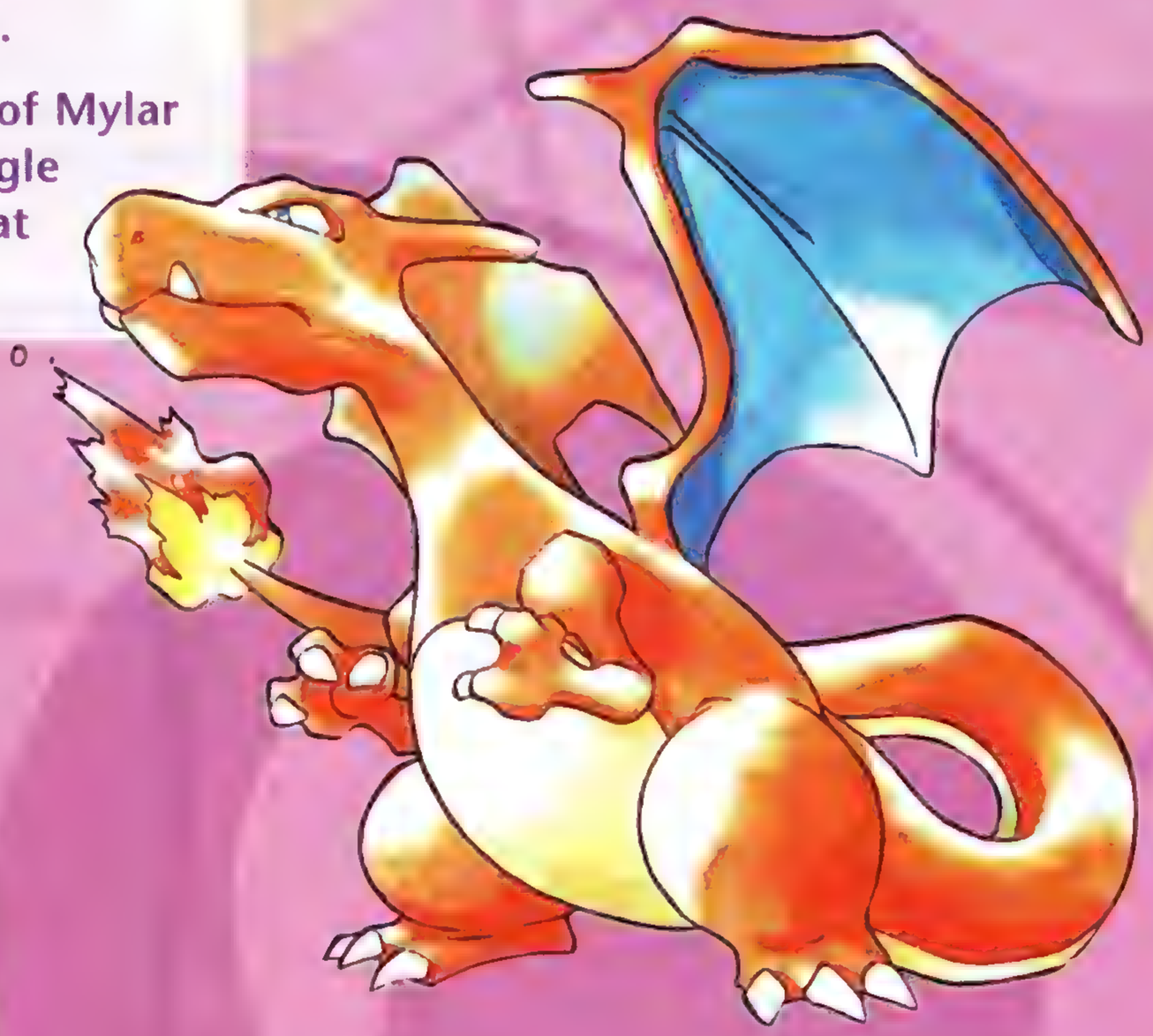
Even if you don't want to play your most valuable cards, you must be careful with them. To take the very best care of your card collection, get vinyl binder pages. There are pages made specifically for trading cards, which hold nine cards per page. A plastic page allows you to see both sides of the card and look at it up close without actually touching it. And with these pages, you can store your cards in an easily viewed album.

If you also want to play with your cards, purchase the little open-ended envelopes called sleeves. These are made of a transparent material called *Mylar*™, and they'll keep your card in tip-top condition as long as you aren't too rough on them. Even in Mylar, though, you should keep your cards away from moisture and direct sunlight.

You can purchase hundreds of Mylar sleeves for the price of a single starter set at most stores that specialize in trading cards.









Grading Cards

Serious collectors and dealers *grade* card condition to determine how much a high-demand card is worth.

Grading is a very precise art. (In the sports card industry, where old and rare cards can be worth thousands of dollars, some professionals grade cards for a living.) Talk to your local card dealer if you need to determine a card's grade. If you're going to deal with collectors or dealers, however, you'll need to understand a little about how grading works.

(Note that players who trade with you care more about whether they can *play* with the card. For them, an unmarked back is particularly important — for example, a scratch on the back might be worse than a scratch across the picture.)

There are several grading systems. The following popular system is a version of a grading scale that's also used for stamps, coins, comic books, and other collectibles.

MINT (MT). A mint card has no visible signs of wear. It's shiny and the corners are sharp. There are no scuffs or scratches. If you use it to play even one game, it will probably be no longer mint. Even picking it up and passing it around can cause its grade to drop. (Again, collectors are *very picky*.)

NEAR-MINT (NM). The card is shiny and crisp; the corners are sharp. There's no more than a minor scuff mark or two on the surface. A card that's *carefully* played and shuffled in a sleeve might still qualify for near-mint.

EXCELLENT (EX). The card might be losing a bit of its gloss (shine), and the corners may be just a bit worn. It has no more than a few imperfections. You can maintain a card in excellent condition for quite a while if you play it *very* carefully. (Some graders use "very fine" and "fine" instead of "excellent.")

VERY GOOD (VG). The card shows obvious signs of handling, but it's still attractive. It's probably not very shiny, and might have several visible scratches or scuffs, or even a slight bend from shuffling. It's easy to maintain most cards in very good condition if you care for them properly, even if you play them a lot.

GOOD (G), FAIR (F), POOR (P). The last three categories have almost no collector value, but the cards are probably in playable condition (although at the very lowest grades, a card may be so tattered it can be recognized by its damage, even from the back). These cards are very scuffed, scratched, and ragged.

Sometimes you'll see a combined grade, like VG/EX. This means the card is *almost* excellent, but not quite.

Building Your Collection

The real concern for a true collector isn't really "What condition are my cards in?" It's "How can I get the cards I need to complete my collection?" Here are some suggestions.

Booster Packs & Theme Decks

When you buy a booster pack, you know what it will cost ($3.29 at the time this book went to press; avoid dealers who hike the price on sealed packs when cards get scarce). You know it will contain 11 cards in mint condition, and that some of the cards will be uncommon or rare. You also know that any booster pack has a chance of containing virtually any card in its set. (The only exception is Machamp, which is currently exclusive to the starter set.)

What you *don't* know is which cards will be in any given pack. If you're trying to fill in the last few gaps in your collection (or if you're looking for the one card you need to complete your awesome deck), you may want to find a more direct route to what you need.



By the way, there's no difference between the three package types of booster packs. Whether a pack comes with Venusaur, Charizard, or Blastoise on its wrapper, there's the same chance it contains any given card (and none of them is more likely to contain Venusaur, Charizard, or Blastoise).

Each theme deck contains the same cards as each other theme deck of the same type, and so they're an excellent way to jump-start your complete collection. However, a lot of cards don't appear in the starter set or any of the theme decks.



Trading with Friends

Trading cards with friends to build up your decks or your collection is a *great* thing to do! After all, that's why they call it a *trading* card game.



Trading is handy for deckbuilding — getting those extra few uncommon cards that make up the body of your deck. Collectors are often willing to trade a whole pile of commons and uncommons for just one rare card that they need to complete their sets.

On the other hand, if *you're* just a few cards short of a complete collection, you've probably acquired duplicates that you can use to trade for the last cards you need.



Card Shops

Today, most towns have shops that specialize in collectible cards — not just trading card games, but sports and entertainment cards, as well.

These shops are great places to buy booster packs and meet new friends with whom to play **Pokémon**. They're also good places to find rare cards. Shop owners know what the high-demand cards are, and make an effort to buy them and make them available to their customers.

However, the rare cards at a card shop won't be cheap. Professionals who run the shops know exactly what a card is worth on the collector market, based on its scarcity and its condition, and they charge the full value price. That's how they make their living.

Shows

Sometimes, especially in larger cities, there may be a collectors' show or gaming convention that includes trading card dealers. (Gaming conventions are also great places to meet new friends with whom to play and trade.) These shows and "cons" can offer great selections, and sometimes you can find real bargains.

For the best chance of finding the rarest cards, go to the show as early as you can, before the selections have been picked over by others. If you're hunting for bargains, go on the last day. Dealers often discount their stock late in the show so they'll have less merchandise to pack up and take home.

Price Guides

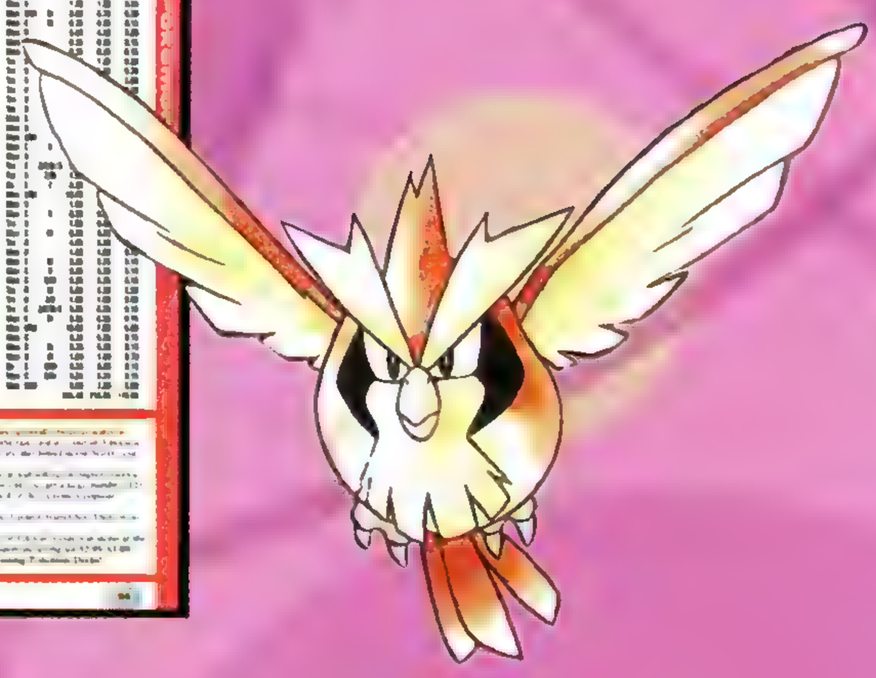
How do you know you're paying a fair price for a rare card? You need a price guide.

Most trading card magazines include price guides for all major trading card games, including **Pokémon**. There are also several good price guides on the Web. (See p. 144 for a list of magazines and Web sites that carry price guides.)

Price guides are *not* official statements from Wizards of the Coast or Nintendo. They're averages based on what a given card is selling for at the moment. They can change from week to week.

If you decide you have some valuable cards you don't need, and you try to sell them to a card dealer, expect to get one-third the current guide price, or even less. Card dealers can't offer any more than this, because they have to resell the card at guide price to make a profit.





The Internet

There are a vast number of collectors and dealers on the Internet, and it's usually possible to find just about anything you want to buy there. However, the Internet is also the riskiest place to buy collectibles. Countless honest dealers and sellers trade on the Internet — and so do lots of rip-off artists.

Kids should never, ever, make a deal to buy or trade cards over the Internet without their parents' knowledge and help. (Anyway, most Internet deals require a checking account or a credit card, and if you don't have those, you can't trade.)



Heads Up!

The following information is provided for teenage and adult collectors, or for parents who may be helping their kids with their collections.

The biggest danger on the Internet is fly-by-night dealers who may pocket your money and never send the merchandise they promised. There's also a risk that dealers may sell merchandise that's in worse (or different) condition than what was described. You can take steps to protect yourself.

First, hang out in Web or Usenet discussion groups where people talk about trading **Pokémon** cards (see p. 144 for a list). Someone who participates constructively in discussions over a period of time probably will make an honest deal. (Note that some discussion groups may contain language inappropriate for kids.) Some Web sites run lists of known scam artists and suspect dealers.

Use Caution

Be extra-cautious when dealing with dealers from ISPs (Internet Service Providers) that offer easy and cheap or free access to the general public. There are many honest dealers on these services, but there are a lot of crooks, too. These services make it easy for dishonest people to log on under an assumed name, rip off a few people, and then change accounts quickly. Email addresses ending in .mil, .edu, or .gov, on the other hand, are somewhat safer, because these come from, respectively, military, educational, or government servers where most users only have a single address and are relatively easy to track down, if necessary.

Auction sites such as Amazon.com or eBay are good places to make deals, because they allow dealers and customers to rate one another, praising good professional service and warning against rip-offs. A dealer with a lot of positive feedback is likely to be honest. Positive feedback that seems to come only from those high-volume public sites could be bogus comments from fake people, however, so be cautious.



Although you can find bargains on the Internet, expect to pay the guide price plus a few dollars extra for shipping and handling. Most cards from responsible dealers will come in a reinforced envelope and a Mylar sleeve. If you're paying for your purchase by check, expect to wait an extra week or two for your order while the check clears. If you don't want to wait, send a money order, instead.

Gallery

It's time for a nose count! We've got all the card game critters from A to Z, from the just plain cute to...well, let's just say you wouldn't want to meet some of these in a dark alley.



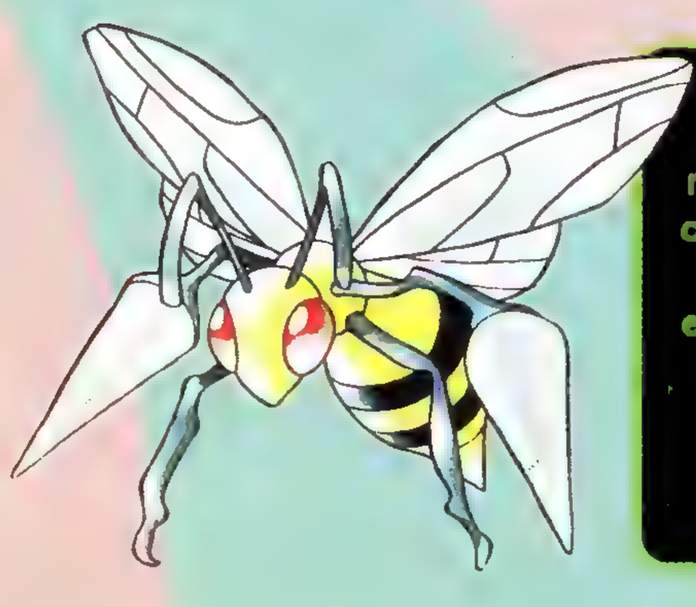
ABRA
Abra can appear and disappear in a wink. When attacked, it tries to scramble its enemy's thoughts in order to get away.



ALAKAZAM
Alakazam is less a heavy-hitter than an invaluable way to reassign the damage done to your troops. No one is better at mind control than this Pokémon.



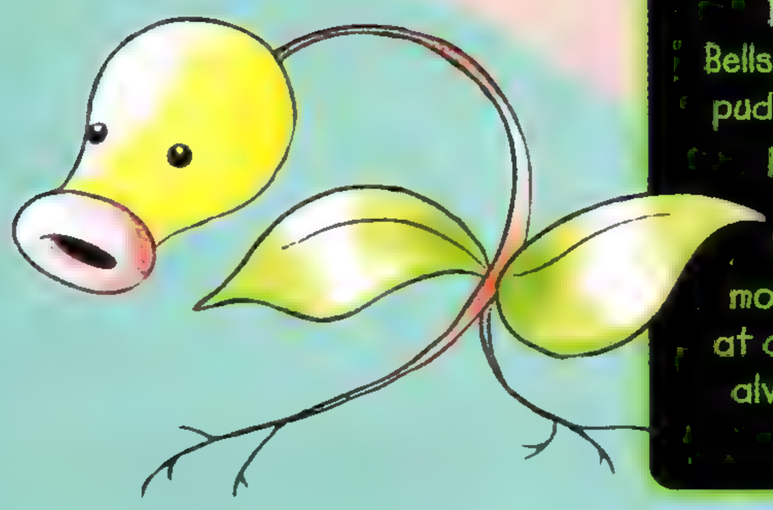
ARCANINE
This is the toughest Pokémon pooch you'll find. You're lucky if all Arcanine does is throw a fireball. When it takes you down, you stay down!



BEEDRILL
This yellow jacket is no yellow-belly! Armed and ready to rumble, it has a drill-spike on each arm and a poison stinger for a lasting final impression.

Pokémon
Gotta catch 'em all!

TRADING CARD GAME



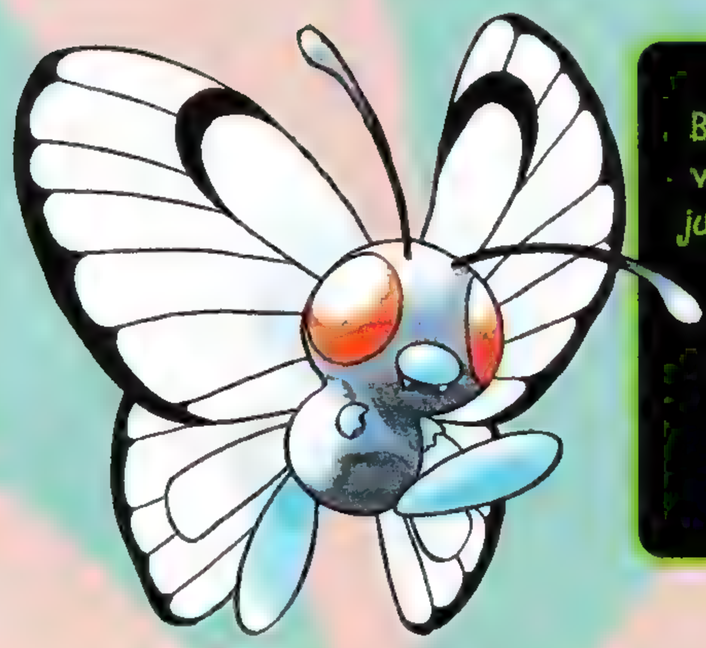
BELLSPROUT
Bellsprout goes from puddle to puddle by pulling itself along tough roots. When it's in a bad mood, it flicks a vine at an enemy – and it always goes for the eyes.



BLASTOISE
A hard-shell packing a hard punch. Blastoise's water cannon can wash out an attack before it gets close.



BULBASAUR
It lies in wait in the tall grass, part poisonous lizard, part seedling. Bulbasaur can heal damage to itself, just like a lizard grows a new tail!



BUTTERFREE
Butterfree's durable wings are more than just decoration. When this pretty Pokémon flutters, it blows its opponent away!



CATERPIE
This little bug is a master of camouflage. Caterpie doesn't bite, but it can try to trip up its opponent by spinning a string at ankle



CHANSEY
Chansey is a happy-go-lucky Pokémon. It would much rather scrunch down to avoid an attack, but if it must fight, watch out! Everyone's fur will



CHARIZARD
Charizard puts the char in charbroil! Once it gets enough Energy to use its attack, there's nothing left behind but charcoal!



CHARMANDER
Charmander may be little, but it's burning to go places! It's quick to scratch, and if it has enough power to fire up its tail, it has a quick and wicked ember burn.



CHARMELEON
You gotta like a Pokémon with a flamethrower for a tail! Charmeleon can do a lot more than singe its opponents.



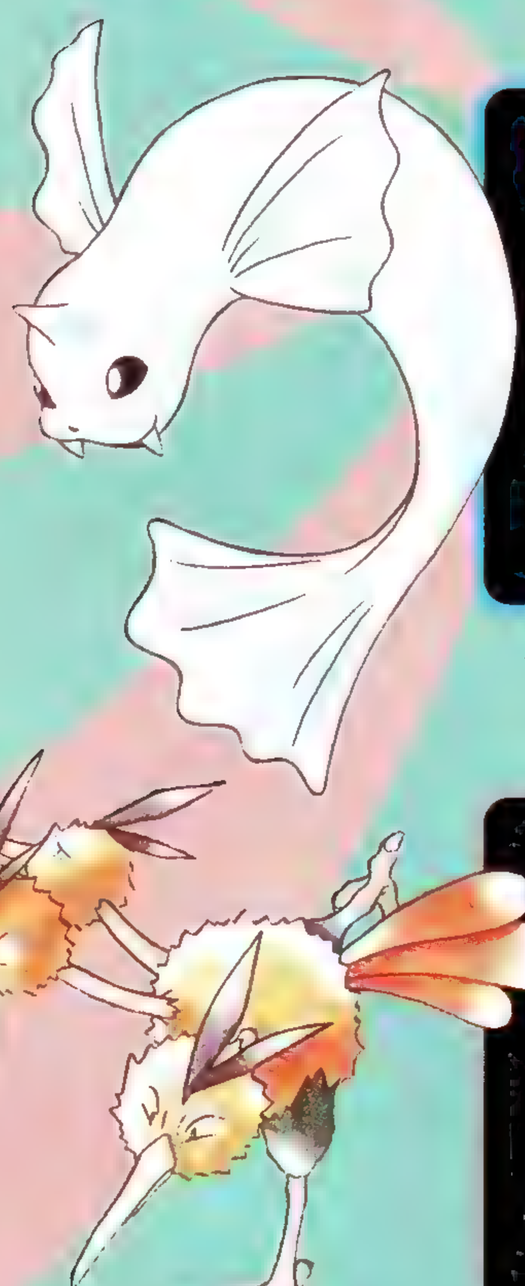
CLEFABLE
Everyone knows this playful Pokémon doesn't like to fight, but that doesn't mean it's defenseless!



CLEFAIRY
Generally sweet-tempered, Clefairy will happily use its enemy's own powers against it. It's nothing personal.



CUBONE
It stares through the empty eye sockets of defeated Pokémon and plans its attack. Cubone doesn't have a lot of experience yet, though, and tends to cry in battle.



DEWGONG
Sleek Dewgong sometimes surfaces from icy waters to defend its territory. It's a stubborn creature and rarely runs away.



DIGLETT
Diglett doesn't look very dangerous, but it has strong claws that help it burrow through the ground and a tail it uses to excavate. When it turns them on you, watch out!

DODRIO
Three heads are better than one, and this feathered fighter can always keep an eye on the way out. Meanwhile Dodrio has four more eyes looking for a way past your guard!



DODUO
Doduo is a fast-pecking, fleet-footed feathered fighter. Sometimes it attacks and retreats so quickly, all you'll see are tracks in the sand.

Pokémon
Gotta catch 'em all!

TRADING CARD GAME



DRAGONAIR
A Dragonair is a beautiful Pokémon that surfaces from its deep-sea home on cold, still nights. It's a shy creature, but strong enough to be deadly in a fight.



DRATINI
These tiny dragons have no predators in the underwater realms where they live. They aren't used to fighting; all they can do is swing their heavy tails around.



DROWZEE
Look into those eyes, and Drowzee will make you woozy. It also will smack you on the head with one of its huge hands, if you're not careful!



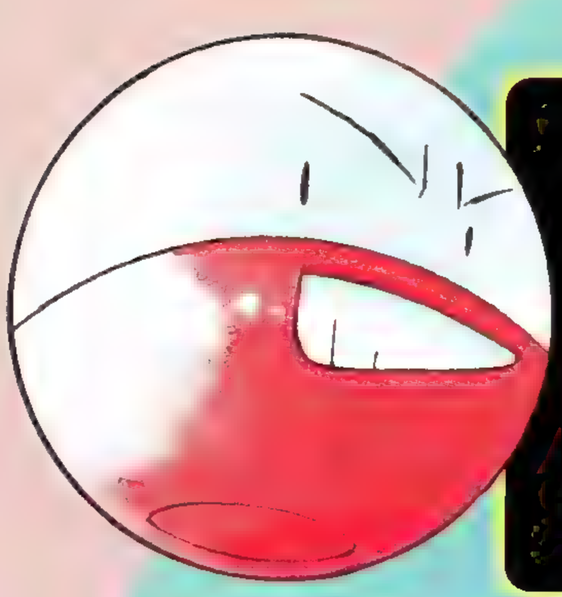
DUGTRIO
When these Pokémon work as a team, they really make the mud fly. Their claws are sharper than Diglett's, and when they use their tails to trigger an earthquake, everyone had better watch out!



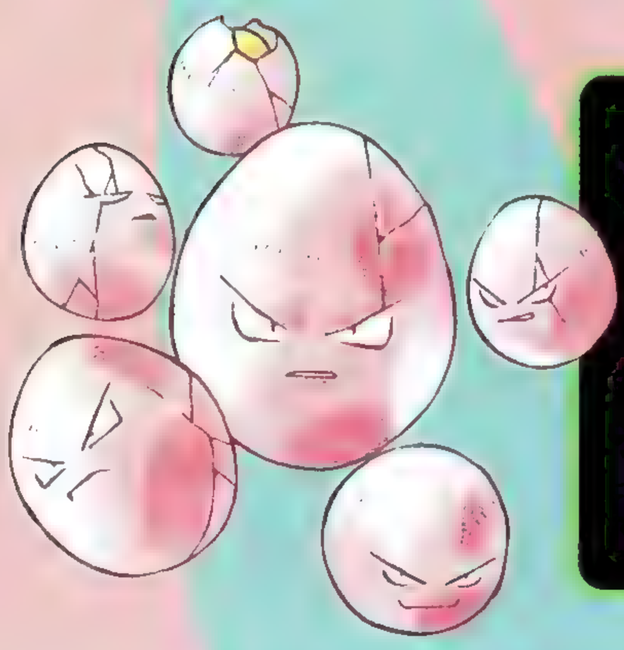
EEVEE
Eevee is a jungle creature that has learned to be quick by leaping from tree to tree and hiding under fallen leaves. It can stir up leaves with its tail to confuse its enemies.



ELECTABUZZ
This supercharged Pokémon can knock the lights out of a city block – just think what it can do to another Pokémon!



ELECTRODE
Don't underestimate this bouncing ball of energy! It may not have legs or feet, but it can kick its enemies around the room without half trying.



EXEGGCUTE
The tough name doesn't have a tough act to go with it. Exeggcute may talk mean, but deep inside it has a heart of gold.



EXEGGUTOR
Exeggutor can roll right over any enemies it encounters – and keep on rolling to safety. It's usually a good egg, but when it's bad, it's rotten!



FARFETCH'D
When the going gets tough, this duck gets going. Farfetch'd is a web-footed warrior who can swing a leek or throw a pot faster than you can say "kitchen quacker."



FEAROW
You're looking at a bird that's super-fast and as mean as a wasp in a box. Fearow can duck and dodge without touching the ground. If it gets in beak range, watch out!



FLAREON
It's fiery, it's fluffy, it's fast! When it feels threatened, Flareon can shoot off burning embers from its fur. When it's really riled, it shoots a blinding stream of fire.



GASTLY
This shadowy gas Pokémon slips in and out of places unnoticed. Gastly doesn't have teeth or claws, but it certainly isn't helpless.



GLOOM
Gloom might poison you or knock you silly with its nasty smell, but that won't make it happy. Maybe it was hoping to look more like a mushroom and less like a toadstool ...



GOLDEEN
This frilly fish likes its privacy. If you stir up the water, you'll get the business end of Goldeen's head-horn! It's fast, too! It can come and go before you know it.



GROWLITHE
Here's real puppy power. When Growlithe bites, it burns! Don't try to pet it, because it's not a friendly Fido.

Pokémon Trading Card Game

Gotta catch 'em all!



GYARADOS
This dynamite dragon has gusto! Gyarados has a rippin' rage attack and can paralyze its prey; and, if that's not enough, this Pokémon is huge!



HAUNTER
Haunter is a sneaky Pokémon, gliding in and out of dreams as easily as it can slip through a solid wall. When it's in your dream, it's a nightmare!



HITMONCHAN
Impossibly fast, Hitmonchan can punch or jab faster than the eye can see. This martial arts star also can take more damage than you'd expect.



IVYSAUR
This flower has an attitude! Pay attention to the power behind the petals, because a puff of poisonpowder or a slash from Ivysaur's vine whip tells you this isn't a shrinking violet.



JIGGLYPUFF
There's nothing like a lullaby to let the air out of a fight. Jigglypuff hates to squish people, but if singing won't work, it will bounce on your head until you give in.



JOLTEON
Don't try to pet Jolteon, or you'll get a power surge that will stand your hair on end! Its pin attack hurts a lot more than pins and needles, too!



JYNX
This human-shape Pokémon looks like a woman, but it's no lady! It strikes with its worst attack when it just stands there and thinks like a Jynx.



KADABRA
It's not magic, it's mind control. Kadabra only has two tricks up its sleeve, but combined they make this Psi Pokémon a serious menace.



KAKUNA

Kakuna is a real homebody. It can take more knocks than Metapod and releases a powder that poisons anyone who gets too close.



KANGASKHAN

This Pokémon packs extra power in its pouch. It's even more effective when it leans back on its powerful tail to punch with all four feet.



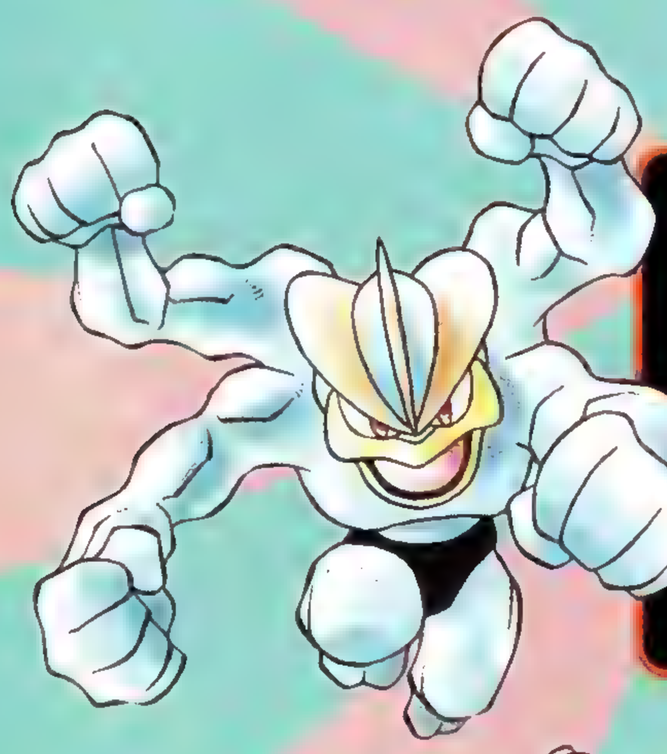
KOFFING

Here's a Pokémon that loves its job. Koffing not only smells bad, it's poisonous. The effects linger, so you'd better watch out.



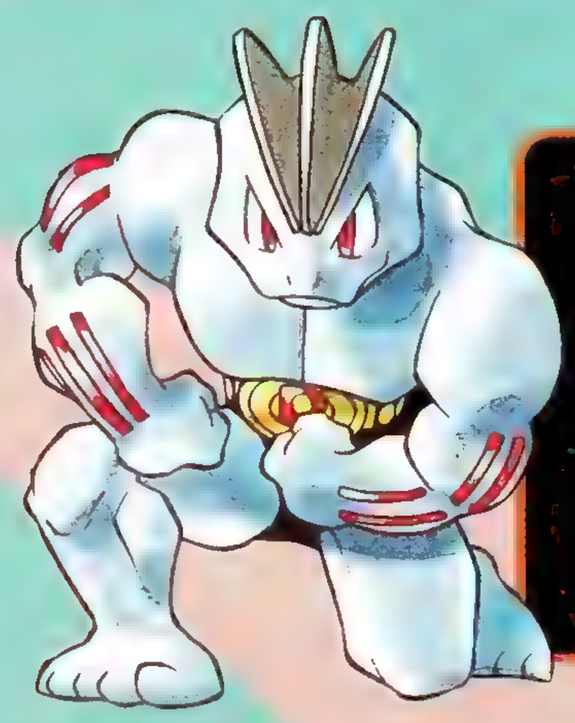
LICKITUNG

You might not have thought of using your sense of taste to lick your enemies, but Lickitung has it down to a martial art. No joke, its tongue can be terrifying!



MACHAMP

There aren't many Pokémon meaner than Machamp. With its four arms, it can grab an enemy and slam it to the ground, and it always has a hand free to strike out at an attacker.



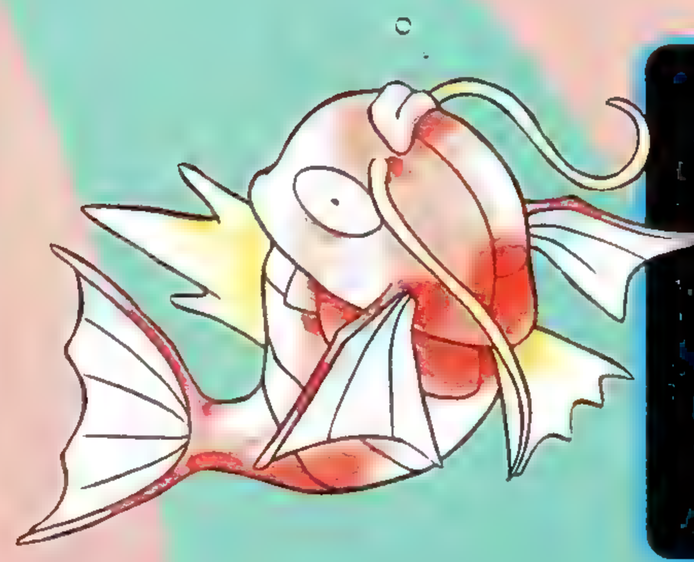
MACHOKE

When a superpower Pokémon works out on the weights, it gets tough and buff. Machoke can wrestle its opponent into submission or pop it with a karate chop.



MACHOP

Machop's a super tough, superpowered little Pokémon. It has a toe of steel and a rock-hard chin.

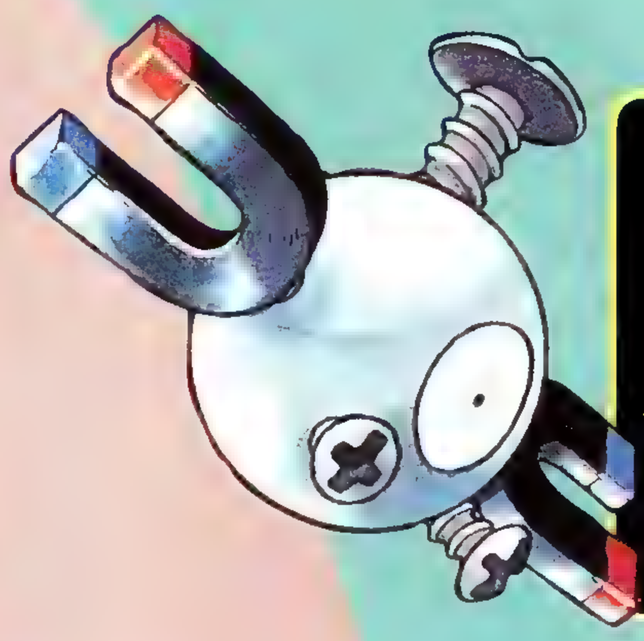


MAGIKARP

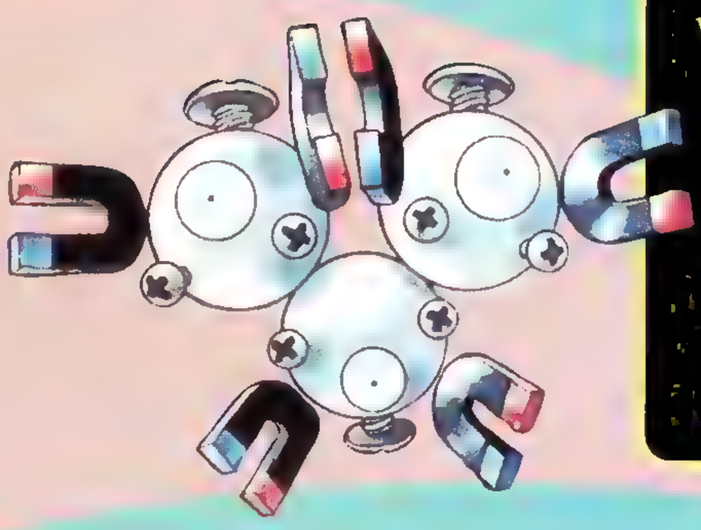
Magikarp may be coy, but it's no coward. Remember, the weaker it gets, the harder it hits!



MAGMAR
Where there's smoke, there's Magmar. It has a smoking punch and a fiery flamethrower attack. The only thing it's afraid of is a bath.



MAGNEMITE
This magnet Pokémon is different from your run-of-the-mill Pokémon. It can short-circuit its attackers. When goaded, Magnemite goes off like a grenade.



MAGNETON
When Magneton goes boom, it goes boom big! It can paralyze or pulverize an enemy, depending on how it's provoked.



MANKEY
Mankey is a curious critter with no manners at all! It will poke and pry into everyone's business, and loves to dig up secrets.



MAROWAK
Marowak is a seasoned warrior that has a wicked overhand blow with a thighbone. It knows the value of teamwork, though, and won't hesitate to call for help.



MEOWTH
This Pokémon takes its enemies by surprise. It slinks in and out of sight as quietly as a shadow, and when you look into Meowth's eyes, you know it has a



METAPOD
No one stays calmer in a fight than Metapod. Its cocoon protects it from many attacks, but when it gets really riled, it can respond by releasing a paralyzing spore.



MEWTWO
If you're looking for a fighting frenzy, Mewtwo is the fellow for you! Incredibly tough in a fight, it rarely backs down from a challenge.



MR. MIME
No one can quite explain it, but when Mr. Mime pretends a wall is there, it really is there! Only Mr. Mime knows the secret.



NIDOKING
Nidoking is one rough, tough Pokémon! His tail is hard as a tree trunk and can squeeze like a boa constrictor, and he has an attitude to go with it.



NIDOQUEEN
This is no Poké-princess at a tea party. Nidoqueen is a Pokémon monarch who won't pull punches and is ferocious when her family is watching.



NIDORAN ♀
Normally a peaceful creature that lives in the open places between trees, she's quick to attack when nervous. Where there's one Nidoran, there's usually more.



NIDORAN ♂
Covered in poisonous barbs, Nidoran ♂ is voted the Pokémon least likely to get a pat on the head. His huge ears make him clumsy, however, and he misses his target often.



NIDORINA
Older, tougher, and a lot wiser, Nidorina knows how to fight. Her scream will make your head spin, and her kick will knock you into next week.



NIDORINO
Poison spikes cover Nidorino from nose to toe, and when he strikes, a smart enemy scoots for safety.



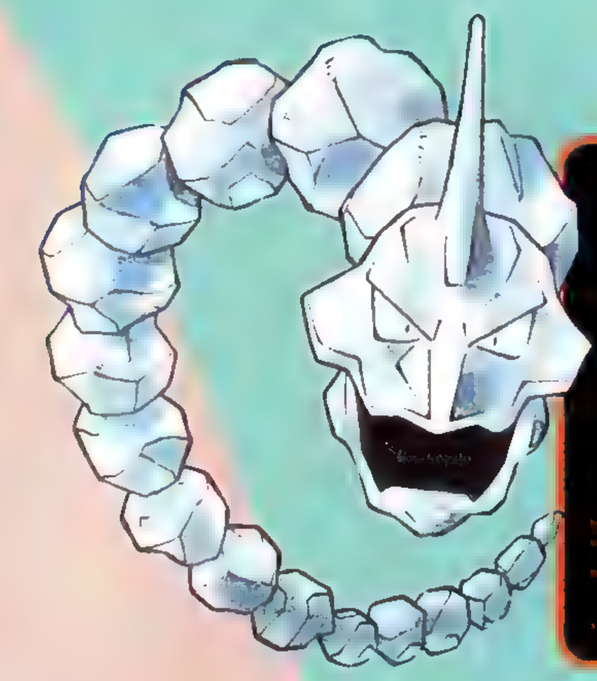
NINETALES
This fiery fox can be fatal! Ninetales carries a blast the size of a bonfire, and what's worse, it can mesmerize its enemies to lure them from hiding.

Pokémon
Gotta catch 'em all!

TRADING CARD GAME



ODDISH
Oddish is a peculiar Pokémon that lives in nooks and crannies. It's hard to see until it's too late and you're in range of its paralyzing spores.



ONIX
Without a doubt, Onix is the longest Pokémon you'll encounter. It's hard as rock and hates to run from a fight.



PARAS
A shy creature that lives in tall grass and hardly ever gets angry (unless it's about to be stepped on). Paras is just as happy to put you to sleep as to scratch you!



PARASECT
When threatened, Parasect will pull back into its mushroom-cap shell and slash out with its claws. It starts in a bad mood and only gets angrier.



PERSIAN
The elegant, beautiful Persian has a mouthful of needle-sharp teeth and four feet with razor claws. It might look like a pampered pet, but it packs a punch!



PIDGEOT
This bird fights using a flurry of flying feathers. Pidgeot beats the air with its enormous wings to batter its enemy or blow it far away.



PIDGEOTTO
Pidgeotto can stir up a whirlwind with a bit of bite. What's more, it can mimic any attack it sees, and fling the damage right back at you.



PIDGEY
Confusion to the enemy! Pidgey doesn't so much bite as it stirs up a mini-whirlwind that stings and confuses anyone nearby.



PIKACHU
Fuzzy enough to generate its own electricity, Pikachu also can store it up to use as an attack against enemies. But if it's too close to water, it can zap itself.



PINSIR
The all-purpose pruning shears of the Pokémon world, Pinsir can lop off just about anything it gets its claws around. Don't give it a chance!



POLIWAG
Poliwag is just a little squirt with a paddle for a tail. It uses its tail to maneuver for the water gun attack.



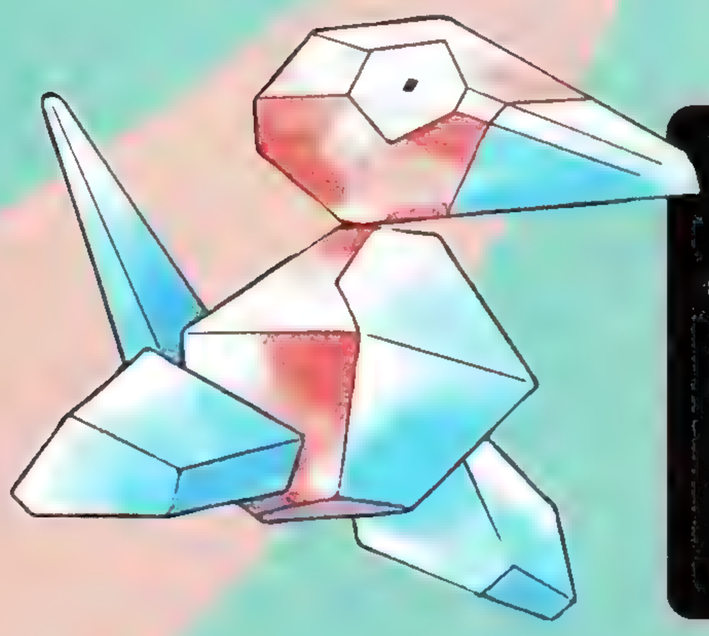
POLIWHIRL
The pulsing whirl on its chest can hypnotize its enemy into forgetting to attack. If it's feeling more aggressive, Poliwhirl can slap its enemies silly before they even see it coming.



POLIWRATH
Poliwrath is Poliwag with power. Its water gun is effective, but what's really impressive is the way it can throw a whirlpool!



PONYTA
This sizzling steed isn't your ordinary pony ride. With a flick of its tail or smash of its hoof, it can make its opponents see sparks.



PORYGON
This polygonal Pokémon is small but super-smart. Porygon can change to take advantage of a situation, and if that doesn't work, it can change the situation to suit it!



PRIMEAPE
All teeth and tantrums. Primeape never sulks when it can snap. Because it likes to attack from above, you'll seldom get the drop on it.



RAICHU
With enough Energy, Raichu is a master-mouse of movement. It can be surprisingly difficult to catch, and it packs a paw full of punch (that can backlash if it's not careful).



RAPIDASH
This beautiful creature is fast and furious. Rapidash can turn in a blink, kick you with a hind hoof while you're standing in front of it, and disappear in a puff of dust!



RATICATE
Rattata's big buddy, Raticate is one ornery rodent. From whiskers to tail, it's 100 percent pure rat attack.



RATTATA
A fierce little fighter, Rattata is a primo ankle-biter. It's fast and unexpected, too, often disappearing into the underbrush directly after a strike.



RHYDON
The charge of an angry Rhydon is fast, unexpected, and can knock even the heaviest opponent head over heels – right out of sight!



RHYHORN
Rhyhorn is one sharp Pokémon! One glance from its mean eyes can make you decide not to attack at all. One punch of its powerful nose can put out your lights.



SANDSHREW
This Pokémon is mostly bark and little bite. It's a nervous nipper and misses about as often as it hits.



SCYTHER
Like a lot of insects, Scyther has two sets of wings. Both are super-sharp, but one is usually under cover. It takes time to get both arranged, but once they are – watch out!



SEAKING
Seaking has a temper like a tidal wave! When frightened, it fans the ocean until the water shoots up and then falls on you. It feels like a belly-flop from the high-dive!



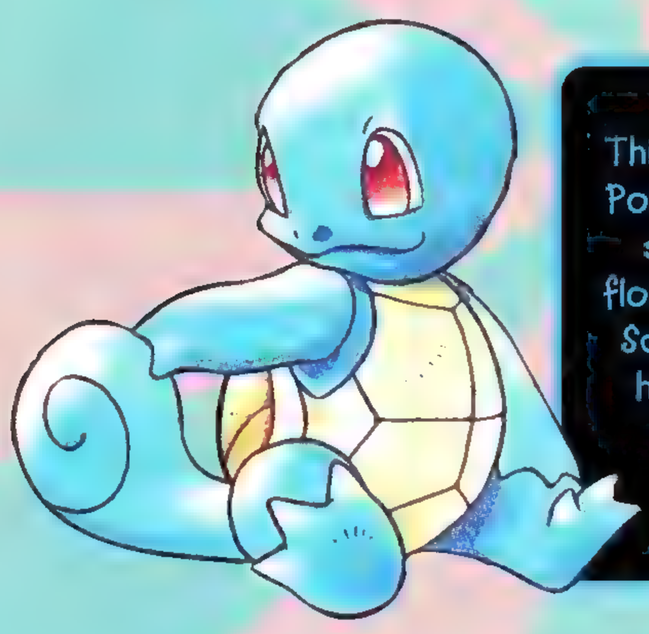
SEEL
Seel packs little punch, but it can take a pummeling. It has thick skin and a hard horn, and generally minds its own business.



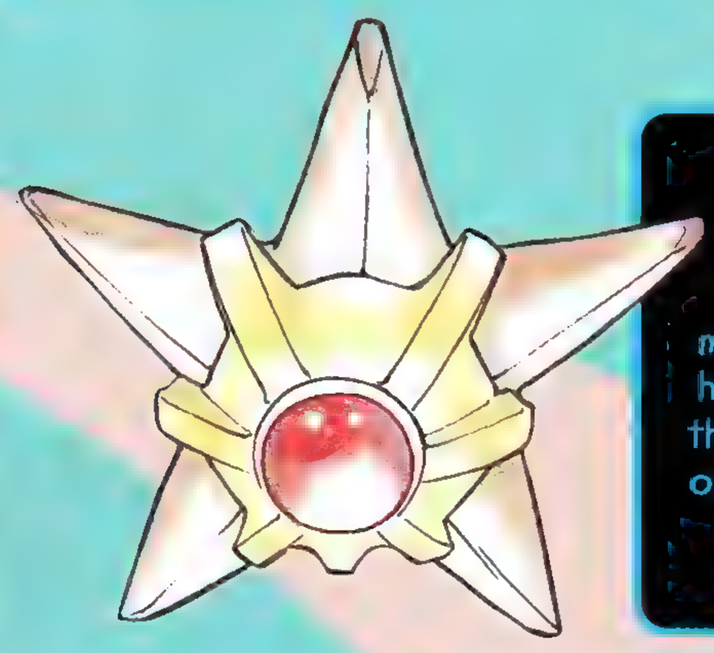
SNORLAX
Snorlax is about as laid back as a Pokémon can get. It can shrug off most Psychic attacks, and when it gets angry it just lies down on its enemies...and that's that!



SPEAROW
Spearow is good at mimicking. In the middle of a battle it can strike back with its opponent's fighting style. That usually hurts more than a sharp beak in the eye!



SQUIRTLE
This tough little Water Pokémon would rather stop and smell the flowers than fight, but Squirtle's got a hard head in a face-off!



STARMIE
This jewel-like Pokémon is quick to heal itself in the midst of battle, and has barbs in its skin that can paralyze its opponents, if they're not careful.



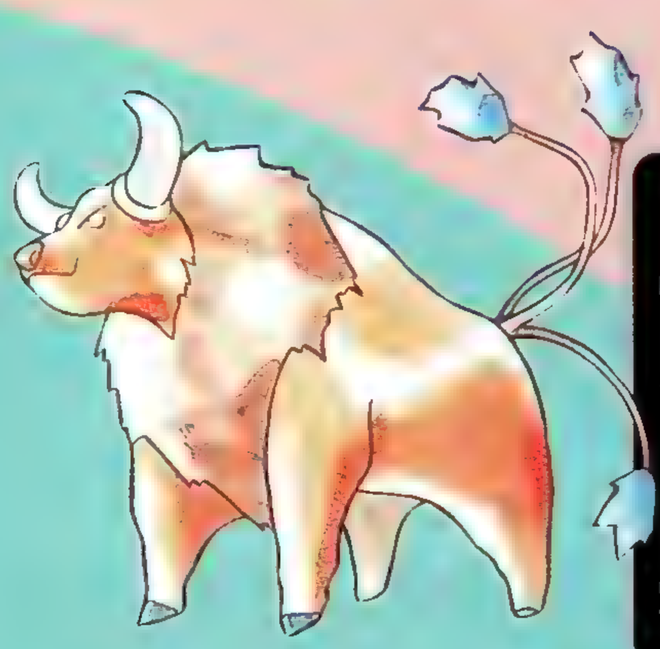
STARYU
It's not Staryu's ten arms that makes its slaps sting, it's all the little suckers underneath!



TANGELA
Slimier than tree roots and tougher than tentacles, Tangela can slither from place to place in search of victims.

POKÉMON TRADING CARD GAME

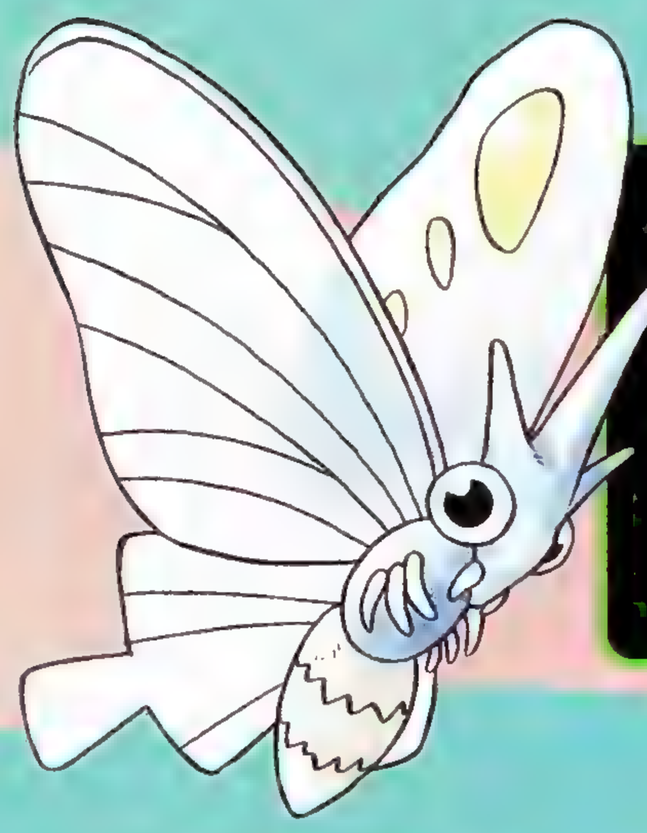
Gotta catch 'em all!



TAUROS
With hooves like sharpened steel and horns like dual spearheads, Tauros can meet any attack with a one-creature stampede.



VAPOREON
Is it a kitty or a catfish? Vaporeon can slash out with its claws faster than you can say "scat cat." When it slings water with its tail, you'll be seeing starfish.



VENOMOTH
This isn't just another pretty flutterby — this is the moth with the most! It can morph to suit any attack, and the phosphor Venomoth scatters isn't just moonglow.



VENONAT
Venonat can do more than bug you! Its venomous spore can stop you in your tracks, and, if it's in a tight spot, it's pretty good at healing itself on the fly.



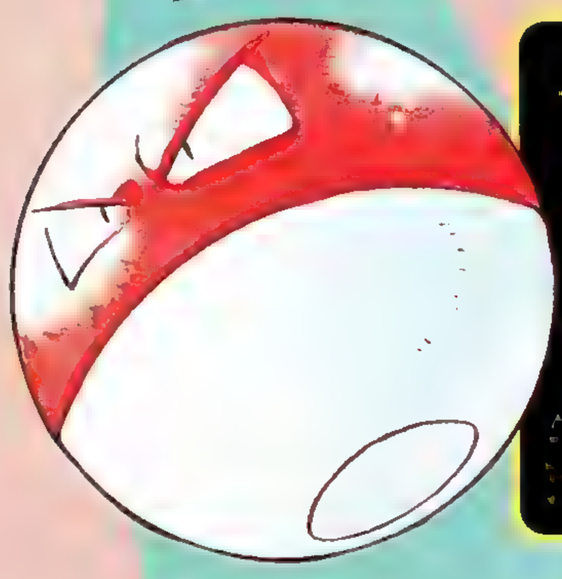
VENUSAUR
Now the grass can step on you! Venusaur can be hit-or-miss in a battle, but if you keep it under control, this Pokémon can trap much more than flies.



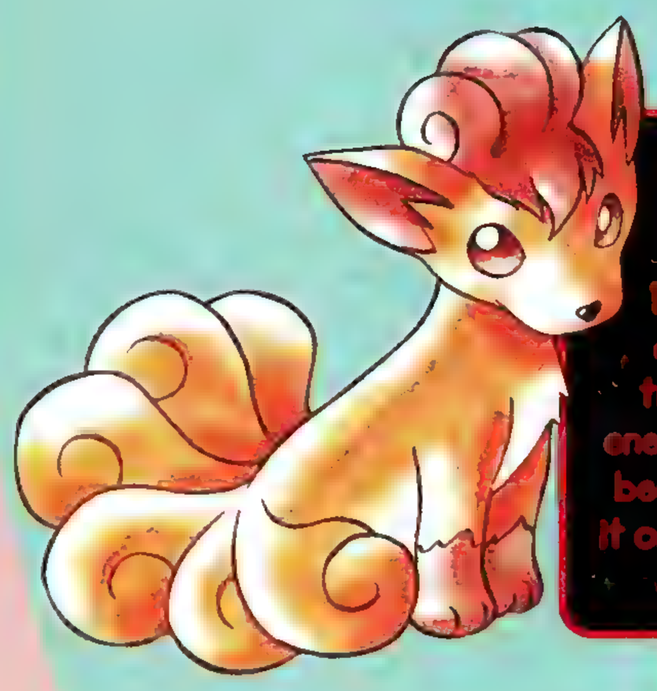
VICTREEBEL
When a plant Pokémon puts down roots, it plans to stay there. Victreebel has learned how to make its opponents do what it wants...and that's not a bad trick!



VILEPLUME
Vileplume's bright colors make it easy for it to hide among the jungle flowers. When it attacks, it sends razor-sharp petals flying around its enemies. Ouch!



VOLTORB
This Ball Pokémon has a vicious volt-jolt in its tackle attack! Voltorb looks a little like a Poké Ball, but the mean look in its eyes gives it away.



VULPIX
One of the least-aggressive Pokémon, Vulpix can do little more than try to confuse its enemies. Unfortunately, because it's so young, it only succeeds about half the time.



WARTORTLE
It may have been a little squirt once, but Wartortle has claws and fangs and is ready to use them! That fluffy tail is more like a battle flag!



WEEDLE
It's not fast, it's not big, and it usually minds its own business: cleaning the forest floor of old leaves. But poke it, and you'll find out the Weedle's stinger really smarts!



WEEPINBELL
Weepinbell is no crybaby! Instead, it can put tears in your eyes! It has a vicious backslash, packs poison, and is really, really hard to weed out!



WIGGLYTUFF
Wigglytuff can sing you to sleep in seconds, but if you don't start yawning right away, it calls all its friends in to play chase — and you're it!



ZAPDOS
Zapdos is a ferocious fighter that's seldom seen. Unfortunate Pokémon that enter its territory wish they never saw it!

Pokémon Trading Card Game

Pokémon Resources

For the latest about Pokémon and the **Pokémon** trading card game (TCG), visit some of the many cool sites on the World Wide Web. From the official Wizards of the Coast and Nintendo Web sites to those created by fans, you'll find lots of helpful information on game rules, strategies, collecting, trading, tournaments, and upcoming features.

These sites also provide links to other sites. Wizards of the Coast's online version of *Top Deck* magazine has many great articles about playing **Pokémon**. (You can subscribe to the print magazine, as well.) Another good source of **Pokémon** information is *Scrye* magazine, which covers the entire universe of collectible trading card games.



Trading Card Game Web Sites

The Internet is constantly changing. These sites were live as this book went to press, but might no longer be available by the time you are reading this.

Wizards of the Coast Official Site

www.wizards.com/pokemon

Official Nintendo Pokémon World

www.pokemon.com/

Find all your official Pokémon information. Cards, games, cartoons,

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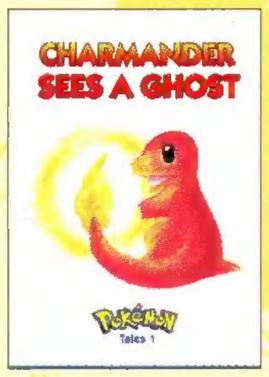
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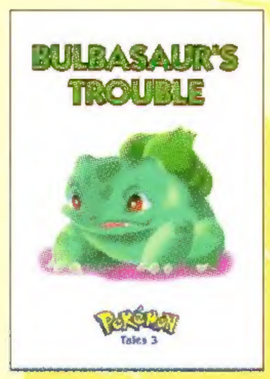
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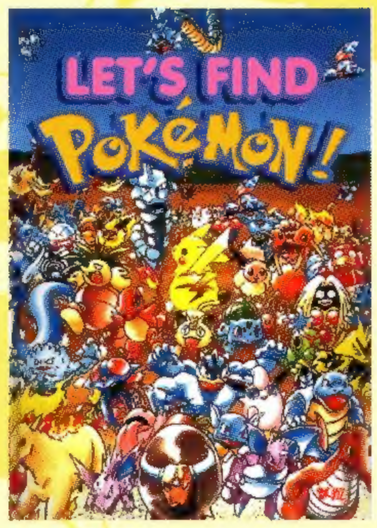


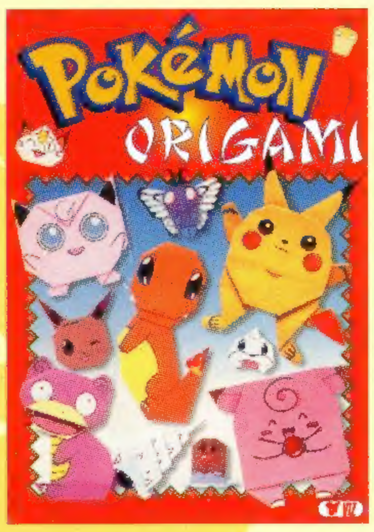




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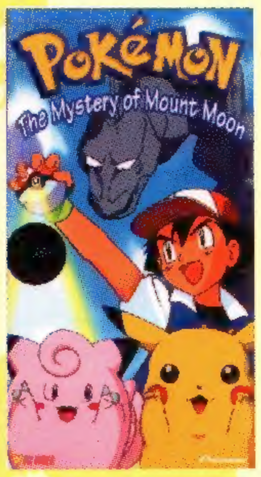
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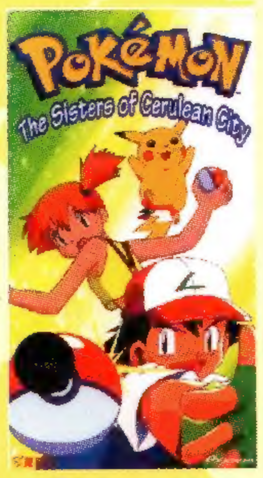
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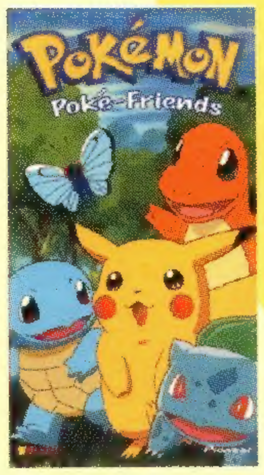
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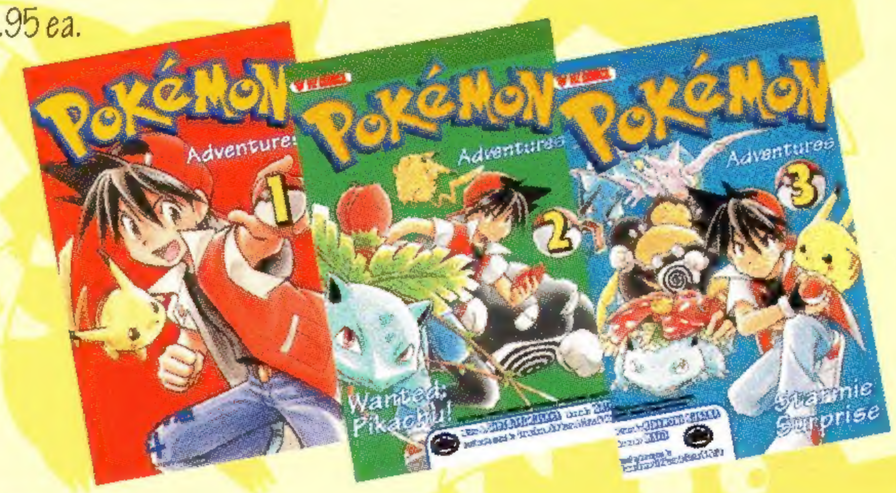
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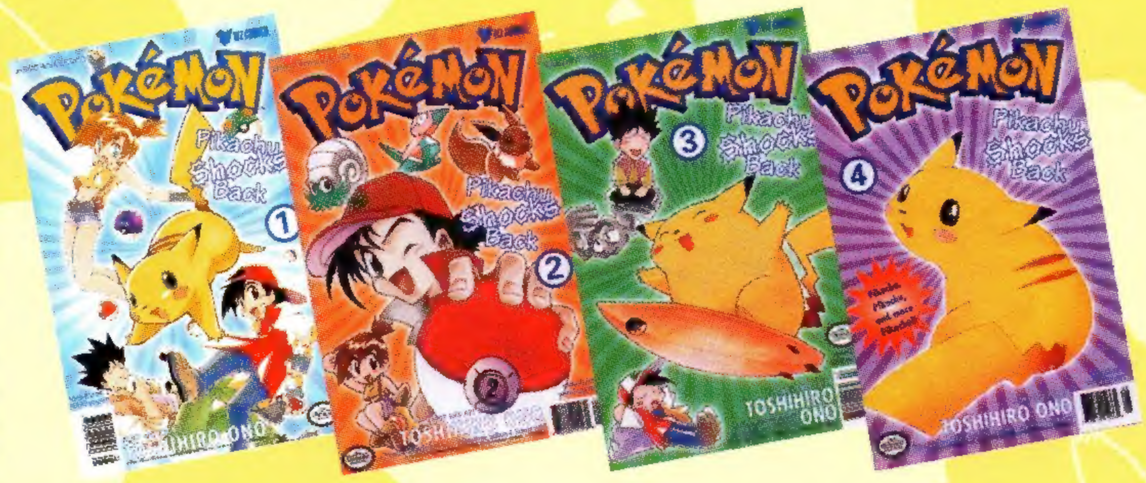
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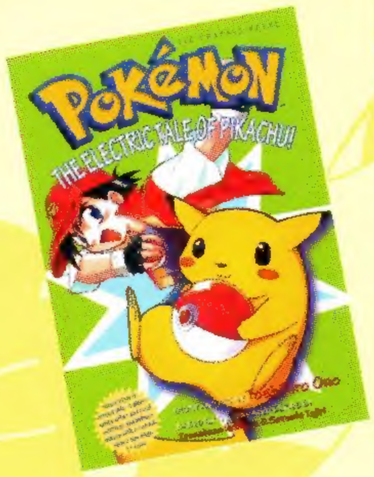
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